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Book of Erotic Fantasy

Gwendolyn F.M. Kestrel and Duncan Scott

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Book of Erotic Fantasy

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Introduction

In the *Book of Erotic Fantasy*, we have made every effort to provide something entertaining and useful for every taste. Knowing that one person's like is another's dislike, we understand that not everything in the book will appeal to every person who reads it. This is the beauty of this project; you can use this book any way you like.

Believing it acceptable to expose our audience to a variety of lifestyle choices, we did our best to include the broadest possible array of sexual choices, including celibacy, in the book. At times, we found it a challenge to keep our own preconceived ideas from creeping in. This is a constant endeavor in any creative venture, and we hope that we have come close to accomplishing it. As you delve into the book, we urge you to keep in mind that it is only a game, meant to balance playfulness with an open mind.

We tried to give you the material to open up a universe of new possibilities in your game. Our fabulous playtesters took the material even further, dreaming up wildly creative storylines, scenarios, and adventures. They made great use of these rules in ways that we did not think of, and we imagine that you will, too.

So we conclude with this-have fun. After you've used this book to create a great character or adventure, please stop by our website (www.valarproject.com) to let us know about it. We would love to hear from you.

—Anthony Valterra and
The Valar Project

Warning! Adult Content!

The *Book of Erotic Fantasy* is a sourcebook that deals with the topics of sex in the world of fantasy roleplaying games, written with the adult player in mind. It deals with mature adult subjects and is not meant for immature players. Valar Project assumes no responsibility for any consequences that arise from use of this book.

Come on, Take a Peek

The seven chapters of this book examine sex, sexuality, love, lust, and passion in all its forms in relation to fantasy roleplaying and the OGL system.

Chapter 1: Love, Sex, & Roleplaying. In this chapter, the topic of sex and roleplaying is discussed; topics include love, seduction, and humor, as well as how sex applies to race and alignment.

Chapter 2: Rules, Skills, & Feats. Pulling back the curtain to reveal new rules including different uses of skills, magical techniques, and the "mechanics" of sex in the game, this chapter offers several new feats that focus on sex, sexual techniques, and sexual magic.

Chapter 3: Base & Prestige Classes. This chapter includes new base classes, as well as several sexually oriented prestige classes. Some classes are designed for use by the players, while others are designed with NPCs in mind.

Chapter 4: Magic. This chapter has a new spell descriptor, as well as new spells, domains, and new, sexual uses for commonly used spells.

Chapter 5: Items. Mundane, quasimagical, and magical sexual equipment, including sex toys, bondage gear, lubrications, and alchemical items that are meant to stimulate the mind as well as the body are detailed here.

Chapter 6: Gods & Monsters. Deities and creatures that focus on sex, lust, and passion are defined in this chapter.

Chapter 7: Adventures & Organizations. One-hundred adventure ideas, plus sample groups and organizations that embrace sexuality with a gusto are presented in this chapter.

The information from these chapters is designed to add a mature, adult-oriented aspect of sexuality to your game. No longer need this be a taboo subject around the gaming table. Take this book and make it yours; use it to enhance your game in ways never before possible.

Rule 0: The DM has the final say over what feats, prestige classes, and aspects of roleplaying are included in her game. She may customize the content of *Chapter 1: Love, Sex, & Roleplaying* to suit her vision of the campaign or her players' sensibilities.

Why Include Sex in Your Game?

Fantasy roleplaying has existed for several decades now, focusing on sword-and-sorcery thrills and adventures. All manner of magic, action, and adventure have been covered throughout this time, but sex, beyond courtly love, vague references, or euphemisms, has been curiously absent from most games. The question begs to be asked-why should such a huge portion of existence be left out of our games?

Sex is a major driving force in our world, in myth, and in literature. Classically, it has occurred "off stage," with the hero of the story bedding his or her love with few or no details. *The Book of Erotic Fantasy* allows for that type of off-stage event. Until now, there really haven't been rules or guidelines for incorporating one of the most important classical story drivers of adventure and intrigue—sex.

Society has progressed to the point where it is more tolerant of these issues and their exploration. The last time RPGs hit a peak of popularity, the gay taboo on TV had not yet been broken, and the idea of a major character involved in a relationship with an undead creature (or two!) was not mainstream TV fare. The whole BDSM underground was just that. Now it's a fashion statement and many major cities have fetish nights at clubs. Piercing and tattooing and other body modifications were once considered the province of the truly fringe.

The world has changed and it is time for fantasy roleplaying to change and to mature. The topics and rules described in this book are designed to add dimension to a character and to give DMs more options for story and adventure. They are meant to be a serious and mature look at the subjects in an upfront manner, leaving the tongue-in-cheek or snide comments at the door.

It should be noted that many of the rules provided in this book are not designed with the "combat monster" in mind. A player who wants to portray a hardened fighter who slays dozens in a few rounds may actually find himself hindered in combat by taking some of the skills and feats found here. ("Why didn't I pick up Power Attack at 4th level instead of Pleasing Physique?")

However, in sexual situations where roleplaying dominates, these rules enhance the experience not only for the player, but for the character as well. ("I only lasted 10 minutes? Why didn't I take Sexual Training instead of Power Attack?")

Handling Sex in a Mature Way

You decide to "let sex into your game." Once the topic of sex comes up in a game, it can quickly, if left unchecked, turn into a sophomoric joke, with bawdy humor, crude references, and otherwise inappropriate behavior resulting.

There's nothing wrong with this.

Human beings tend to push sexuality into the sphere of humor, as a way of overcoming our own unease, our feelings of inadequacies. By letting the jokes come out naturally, the mood loosens, allowing everyone involved in the game to feel more relaxed about the subject and get on with the game. A mature DM begins by letting his players know what he plans and at what level he is considering doing it. Before allowing sexual situations and explicit descriptions into your game, you, as the DM, need to consider several things ahead of time.

Will sex be one element in a single NPC, or is sex part of a continuing storyline in an overarching adventure? Will you allow the characters to incorporate the rules described in this book, or will they be only the province of NPCs? How are you going to deal with sex scenes? Will they be off stage or will there be description? How far can these descriptions go?

Players need to communicate with the DM as well. If a player feels uncomfortable with the tone, action, or dialogue used during a game, it is his responsibility to let the DM know. It is the DM's responsibility to handle the situation.

This book should be used to add flavor or spice to a campaign. Not every rule will be used in a given campaign. Indeed, even sexual acts may be boiled down to a mere comment, or a die roll if it is used for a specific purpose (such as magic).

Ultimately, it is up to the DM to make sure that her players are capable of handling the subject with appropriate aplomb and humor while keeping the flow of the adventure in mind.

Sex and Roleplaying

The lusty wench beckons you upstairs to her room. What do you do?

At their essence, roleplaying games are nothing more than telling stories, using rules, dice, and paper to help the story move along. Part of the appeal of these sorts of games is describing exactly what your character does, and indeed, portraying someone other than yourself. Spelling out what your character says and does, both on the battlefield and in the bedroom, helps give him three-dimensions . . . and makes the character one you remember.

Because of this emphasis on roleplaying, the *Book of Erotic Fantasy* strays slightly from the traditional violence and bloodshed of traditional gaming-although there is still plenty here to add to any good hack-and-slash campaign. A gaming group that takes these rules and suggestions to heart agrees that the telling of the story is the most important part. Emotions, feelings, and the description of acts of love (both emotional and physical) are par for the course.

Does this mean that every sexual encounter should be described in intimate, graphic detail? Of course not. Generally, there is no need to describe a sex act in detail anymore then there is a need to describe the swing of the sword and the angle at which it strikes the opponent and the exact manner in which it cuts through the body. Sometimes a very poor or good roll cries out for editorial

("And the orc's head flies from his body and rolls down the stairs!"). The same might be true for a sexual encounter. ("The next morning she looks up at you with a look of pure worship.")

Sex in the game is a means for advancing a plot, rounding out a character, creating memorable NPCs, and now as a means for increasing the power of your character. If you and your players have decided that spelling out sexual acts in the game is cool, then do so with as much or as little description as you want.

Romance, Seduction, and Love

While sex may be entirely absent in most games, love abounds. Love is one of the primary motivators in life, as well as in fantasy roleplaying. Books, myths, and legends are replete with epic adventures that were started because of the love between two people.

Portraying romance and love can be a fantastic roleplaying opportunity, giving those players who wish to display their love a chance to shine. NPCs that may otherwise be two-dimensional or have little impact on the plotline may in fact blossom into a full-fledged lover, and thus, an integral part of your campaign.

With sex comes seduction. In games where sex is a factor, seduction will be common, with characters trying to woo NPCs (or other player characters) into bed. Characters with a flair for words (especially those with a high Charisma) may see seduction as simply another weapon that can be used to get ahead in life. The converse is true, of course, with NPCs using the suggestion of sex to bend the adventurers to their will.

Of course love does come with a price. The character's loved ones may become targets of the adventurer's enemies—harassed, kidnapped, or, tragically, even killed. Characters that find their loved ones in such a situation will be motivated to defend them or seek revenge. Also, characters that fall in love may have to make tough decisions and think long about the consequences of their actions. Being an adventurer can be tough on any relationship, as characters depart for unseen lands, unsure if they will even return.

If you choose to incorporate aspects of the *Book of Erotic Fantasy* in your game, allow your players to express their character's love a well. By falling in love, they give you, the DM, a tremendous wealth of plot devices, hooks, and motivations from which adventures can derive.

Sex and Humor

Is that a rod of wonder in your pants or are you just happy to see me?

Let's face it, sex is funny. There's a reason why we laugh when we hear a dirty joke. A healthy portion of most gaming sessions involves laughing at jokes, the foibles of characters, and the hilarious circumstances that players find their characters in.

As stated earlier, letting players joke

"Rating" Sex in your Game

One of the ways that you can decide how sex is portrayed in your game is to look at it in terms of the ratings applied to movies. By figuring out ahead of time what "rating" your game will have, you can let your players know how prominent sex is going to be in it.

G-This is the level that most fantasy roleplaying games take place at, with sexual activity entirely absent. At most, there will only be vague or oblique sexual references. Nudity is completely absent. Characters who use their charm to get what they want come across as flirtatious, but nothing more.

PG-This type of game deals with more mature subjects, and includes sex, but still without explicit scenes or descriptions. Love, relationships, flirting, and seduction are all fair game, but any sex will occur off stage.

R-This "baseline rating" incorporates the rules described in this book. Nudity and sexual situations are common, although the level of detail may stop at a certain point.

NC-17-In this type of game, nothing is taboo. Sex scenes are described in depth and characters commonly encounter sexual content. Creatures and characters that use sex as their primary motivation or tactic are common.

XXX-Sex is the subject of this campaign. Adventurers spend as much time (or more) having sex with the people and monsters they encounter as they do battling them. Sexual scenes are described in detail and characters who are chaste find themselves at a serious disadvantage (or at least seriously frustrated) while their companions rut in hedonistic abandon around them.

around when dealing with sex should be allowed and encouraged. Keeping everyone relaxed only enhances the gaming experience and no one feels good when they are told that laughing is not appropriate.

On the other hand, if the point of introducing sex into your game is to explore the realm of eroticism, then excessive humor can seem out of place. If a player disrupts an erotic scene with inappropriate humor, remind him about the tone of the game. If he persists, then perhaps the campaign is not for him and he should wait it out until another, non-sexual game begins.

So remember, the whole point of gaming is to have fun . . . so do it!

Consent and Sex

Sorry, not right now.

As most fantasy roleplaying games deal with moral and ethical dilemmas, the topic of consent and sex may come up. The *Book of Erotic Fantasy* only deals with consensual sex, in which both partners (or all partners) agree to the sexual act.

Just as in real life, no means no. During the course of a game, characters will try to seduce, woo, cajole, or even force themselves on NPCs. If the other character agrees to the act, it is considered consensual, and thus acceptable (although there could still be plenty of fallout from it). If a character says no, and acts accordingly, then it is non-consensual. This sort of behavior is almost always relegated to the actions of evil NPCs, and you, the DM, should be extremely wary about allowing it into your game.

The *Book of Erotic Fantasy* does not condone non-consensual sex in any manner.

Sexual Orientation

What is it with you and barmaids? Say, check out that bartender. . . .

Sexual orientation is one of the most commonly overlooked aspects of many campaigns. This is to be expected, however, as the vast majority of people, both in real life and within a campaign, are heterosexual. Sexual congress between a male and female is normal, routine, and expected, both socially and biologically. However, as in the real world, there are alternate expressions of sexual preference that exist in a fantasy setting.

Homosexuality is the physical, psychological, or sexual attraction between members of the same gender. A bisexual person has sexual attraction to both genders. Regardless of species or society, a percentage of the populace is gay, lesbian, or bisexual, although how it is expressed depends on the social mores, legal issues, and openness of that society. So, what does it mean to have a character who is gay, bi, or a lesbian?

For the most part, nothing.

Sexual orientation has no impact whatsoever on a character's ability scores, fighting prowess, spellcasting, class abilities (with the exception of prestige classes that might require a character to be one sexual preference or another), or other mechanics of the game. A gay character lives, eats, and breathes like anyone else and can be kind, just, cruel, selfish, loving, haughty, or amusing . . . just like anyone else. In general, the only impacts that a homosexual

Love and Sex Between Player Characters

Sometimes players allow love to blossom between their characters. This is understandable, as the characters are not only companions, but also spend all their time together, fight unspeakable danger, and otherwise stick together through thick and thin. However, this sort of behavior can have some serious consequences in your game. Characters may get married and have children, or they could fall prey to jealousy, envy, and other dark emotions.

On the plus side, allowing love between player characters provides a wealth of adventure hooks and motivations. In an ideal situation, the characters look out for each other and do their best to keep each other safe. The lovers can become a true team, complementing each other's strengths and weaknesses more so than mere comrades.

However, just as with any relationship, love has its problems. Players may spend more time having their characters bicker over issues of the relationship or spend more time worrying about their love than the adventure. In extreme cases, play can get bogged down or sidetracked by the character's problems.

If you choose to allow characters to express their love for each other (or engage in sex), remember that your group's dynamics will change drastically. Players may spend more time worried about their relationships or getting one another in bed, than focusing on the adventure.

character may experience are strictly on a social level. In a society where such lifestyles are accepted, a homosexual has the same legal and social rights as any other person, including the right to legally binding unions. In other places, homosexuality is a crime or at least socially distasteful, with punishment ranging from social snubbing to imprisonment, and even death.

Some societies may even embrace homosexuality and bisexuality, weaving these expressions of sexuality into their culture to such a degree that no one notices. For example, a large patriarchal society may mandate that young men be sponsored and "tutored" by older, established men. Alternatively, an Amazonian style matriarchy may exist where women play the dominant role in society and lesbian relationships are the norm, with men used only for procreation.

In many games, there are already prebuilt prejudices, mostly along racial lines. Dwarves, for example, are classically depicted as being the enemies, or at least antagonistic, toward elves. How would a gay dwarf fit into his own society? Would he be shunned, tolerated, or revered as someone special?

It should be noted that having a sexual preference outside the societal norm is not the same as promiscuity. A homosexual character can be chaste, moralistic, prudish, intolerant, or rampant with his or her sexuality, just as a heterosexual person can be. Also, remember that your fantasy world is not the same as our own. By avoiding (or embracing) the stereotypes of gays and lesbians as they are seen in the real world, you and your players can create something unique and interesting.

Kinks and Fetishes

One man's kink is another man's vanilla.

Every person has sexual likes and dislikes, but some push the envelope for what may be considered normal. Fetishes and kinks might be nothing more than a sexual preference for an item that is outside the societal norm.

A kink is simply something out of the ordinary that a character likes during sex-bondage, tickling, leather, or domination, for example. Not every sexual act requires the kink, but he definitely enjoys it when it happens. Kinks have no effect on a character's sexual performance.

Someone with a fetish requires the act, item, or situation to achieve sexual enjoyment. For example, a character with a fetish for elves gets no particular enjoyment (or even arousal) with any other race. See *Chapter 2: Rules, Skills, & Feats* for rules on dealing with fetishes.

In a fantasy world, fetishes and kinks can be astoundingly broad-exotic creatures or sex mixed with magic. Many fetishes revolve around materials, such as the look and feel of leather, rubber, or metal. In a fantasy world, more unusual substances may turn someone on, such as the pulsing magical feel of mithral, or the cold hardness of scales. Other fetishes involve clothing, such as the macho image of uniforms or armor, or the sensuous nature of female clothing.

In a world where fantasy is the norm, sexual desires may run into the fantastic as well.

Prostitution: Sacred and Profane

Hey there. Looking for a good time?

The oldest profession is thoroughly enmeshed in the visceral, physical world of fantasy roleplaying. In all but the smallest of communities, those who give sexual favors in exchange for money or other compensation exist. For adventurers with an itch that they can't scratch, going to prostitutes for sex may be a routine part of a game.

Prostitution has the main advantage of providing sexual relief for those willing to pay for it. A character with no desire for emotional ties may get his entire sexual appetite filled from prostitutes alone. In societies where prostitution is legal, or even considered a sacred position (see the Sacred Prostitute, *Chapter 3: Base & Prestige Classes*), characters may enjoy the benefit of sex without legal consequences.

However, in many societies, particularly lawful communities, prostitution is illegal and considered morally reprehensible. Someone caught with a prostitute (or even pandering one), may be fined, publicly humiliated, or jailed. In these places, bordellos are secret (or semisecret) affairs that are commonly found in the seediest portions of town.

Regardless of whether prostitution is legal, sexually transmitted diseases are common with prostitutes, which is a prime motivator for lawmakers to make prostitution illegal. A randy adventurer should strive to protect himself to avoid catching something from one night of passion.

Pornography

Have you ever seen the orgy frescoes on the temple of Karan Zar? Breathtaking, if I might say so myself...

Pornography, the depiction of men and women engaged in sexual acts, may not seem a natural part of a game. After all, pornography is a visual or written medium that may be difficult to portray during the course of a typical gaming session. Still, people have been creating pornography as soon as they were able to draw, although they probably didn't consider it as such.

Various societies have dramatically different attitudes towards what is considered pornography, just as they do art. For some, depicting men and women in the throes of passion is not only considered beautiful, but also sacred and divine-the portrayal of basic urges and desires. In other places, especially those with a nudity taboo, the idea of looking at pictures, carvings, and the like of sexual acts can be considered both immoral and abhorrent. In general, a society's attitude towards pornography is similar to how they view sexuality. If a society is open with their sexuality, then images of such are considered both normal and aesthetically pleasing. Repressed cultures or those with a strict moral code about sex have tough laws with those that create, display, or possess pornographic images. Of course, what one person may consider perfectly acceptable, another may find repulsive.

Introducing pornography in a game can be a precursor to a sexual campaign. For example, the adventurers stumble across an ancient building deep in a rain forest. The lichen encrusted walls are etched with erotic imagery from a culture long forgotten. Was the building a temple to sexually positive gods? Was it a brothel? Perhaps the images themselves reveal secrets of sexual techniques hitherto unknown in the adventurer's society. And finally, are the characters intrigued or repulsed by the images? Either way, it's a good way to gauge how your players (and their characters) may react to further sexual situations within your campaign.

Within the character's home society, pornography can be found anywhere, as long as they know where to look. In sexually open places, there could be pornographers hawking their wares on the streets, enticing passersby with arousing books full of graphic sex. Within conservative societies, a character wishing to find pornography may have to go to the same places where other illegal items are found-the seediest and most dangerous places in the city.

Each race has their own attitudes about pornography. Although, it's easy to fall into stereotypes, it doesn't take much to believe that dwarves may reject most public displays of pornography, while elves would blend the lines between sex and art so that the two would be indistinguishable. Gnomes are noted for creating pornography that is both extremely humorous and arousing in the same image. Among the monstrous humanoids, pornography is probably absent, at least as humans perceive it. However, as most monstrous humanoids have little in the way of modesty, it's easy to conceive tribes adorning their walls with crude, bawdy images of sexual acts.

In fantasy roleplaying, where magic is both common and powerful, pornography can go far beyond the two-dimensional. Illusionists may specialize in creating vivid, erotic images for their clients, while scribes could fill tomes full of sexual images that actually move and writhe on the page. There could be an entire cottage industry for spellcasters that fulfill the fantasies of their clients through magic. Just as video captures the image of a person, pornographic illusionists could exist who are on the hunt for sexually alluring "subjects" on which to base their work. Spellbooks themselves may be erotic in nature, complete with lifelike images of sex intermingled with the arcane writing. Those who find such work distasteful may even overlook the fact that power lies between the pictures that they refuse to gaze upon.

In short, where there is sex, pornography is sure to be right behind.

The Consequences of Love and Sex

Love and sex can add incredible depth to your roleplaying experience. However, in a game that involves sex, many things could result that the character may not have been prepared for.

Marriage and Bonding

May love, like sweet nectar, bless this holy union.

Often considered one of the most noble and highly regarded elements of a society, committing to a marriage or legal union is an important part of any person's life. Through marriage, the bonds of society are strengthened. Through children, a common result of marriage, family lineages are kept strong.

However, the life of an adventurer is often ill suited to marriage, considering the dangerous tasks that such a person undertakes. By taking to the road in search of wealth, excitement, or promotion of a cause or deed, adventurers rarely spend that much time at home, fostering a family life. Still, forming a union with another person (or multiple people) and having children can be just as fulfilling, frustrating, and interesting as any normal adventure.

A married character has a partner (or partners) she can rely on, as someone who provides emotional, social, and financial support. Married people live longer lives in our world, have better finances, and are less suspect in social situations-this may also apply in a fantasy setting. Married men and women show lowers signs of stress and have better immune systems. In addition, they have someone who can take care of them in their old age, increasing their sense of security.

If both members of a married couple are adventurers, each has an ally who watches out for the other. Through their love, great and epic adventures await.

Commitment and Infidelity

Of course I've never dishonored you!

In a game that involves sexual aspects, the topics of commitment and infidelity come up, causing both joy and woe for the person involved.

Commitments and fidelity are culturally defined. A wide variety of norms are possible. Some define them narrowly, some broadly. Fidelity for some is partnership with one (or a few) people with whom one has sacred vows prohibiting sexual sharing outside the relationship. Others have broader commitments that prohibit sexual selectiveness.

Example 1: In one country, it may be that you must only have one partner. Infidelity in a society with such norms can result in many negative consequences—emotional, social, and even magical. A character who makes a vow to be true to his partner (particularly a worshiper of Kaladis), may find his powers waning and doors shut in his face after his sexual liaison with another partner. In most societies, having sex outside one's union may result in grounds for divorce or even legal punishment.

Example 2: In a very different society, the emphasis may be on procreation and the expansion of population. Here, you must create a child for the good of the community. Celibacy or having only one partner goes against society. Until the person has contributed an offspring to the community, he or she may have to take multiple partners and endeavor to become a parent.

The life of an adventurer often takes them far from home, away from the familiar comforts and often sexual gratification from their chosen mate. Temptation lies around every corner, in the form of prostitutes, seductive creatures, or even grateful townsfolk willing to show their appreciation . . . in whatever way the adventurer would like.

In the game, alignment is a good indication as to how a character deals with the issue of infidelity. Lawful characters are the least likely to stray from a committed relationship, while chaotic characters are inclined to engage in sex outside the commitment. A good character feels guilt and regret about his behavior, while an evil character may go out of his way to have sex with as many people as he can. However, a character's alignment is not the only indication of how a character deals with issues of fidelity. A chaotic evil character may actually be a devoted (if violent and scary) wife, who wouldn't think to bed down with someone other than her mate. In contrast, a lawful good character may be righteous in all endeavors, but possess a wandering eye.

Pregnancy and Childbirth

Remember that night during the Midsummer festival? I think we need to talk . . .

At its core, sex is about procreation. The act of sex is done to ensure the survival of the species, for without it, there would be no life. In a typical game, sex is absent, and thus, children are rarely heard or seen, unless they are involved in the plot in some way. ("A barbarian horde has captured all the children of the village and plans to sell them into slavery.") With games that include sex, the chance of pregnancy is a possible outcome, regardless of the wishes of the couple involved.

In the pseudomedieval world of fantasy roleplaying, siring children is an important aspect of any person's existence. For commoners and other peasant folk, having children (often many) ensures that there are enough hands to help raise the crops, work the fields, mill the wheat, cobble the shoes, or a thousand other tasks that require the hands-on approach. For nobles, children means continuation of the bloodline, along with the rights, titles, money, and power that go along with it. In most societies, producing an heir is of the utmost importance, so that the family, along with titles, status, and positions of power, may be maintained.

So how do adventurers handle pregnancy? If it is planned, it should be a joyous event, with the proud parents putting time, money, and energy toward the welfare of the child. If it's unplanned and occurs outside marriage, the couple must deal with the same issues that occur in real life—should they get married? Who will be responsible for the child's welfare? Will the child be accepted into the family or be considered a bastard?

As she comes to term, however, a female adventurer might find herself less inclined to head into dangerous situations, as her body and natural instincts curtail such ambitions. Conversely, the adventurers may have a greater passion and will to adventure, so to provide for their offspring's future.

In a world filled with magic, unusual births may occur. The child might be born in nine weeks rather then nine months and grow to adolescence in the blink of an eye. One of the parents may be a dragon, a celestial, a devil, or some other exotic beast, with the resulting child being a half-breed with unusual powers. In such cases, the parents must not only contend with a squalling newborn, but one that spontaneously breathes fire!

In all cases, you should talk to your players ahead of time about the chance of pregnancy and everything it entails. No player should be forced to deal with these consequences if they object and you should be sensitive to the will of your players.

The Cons

Well, it seemed like a good idea at the time.

Balancing out the benefits of sex are many pitfalls. Disease, unwanted pregnancy, emotional heartbreak, and jealousy go hand-in-hand with the act of physical love.

One of the unfortunate side effects of sexual contact is the spread of sexually transmitted diseases. In the real world, STDs account for some of the most devastating losses among communities. In the gritty, dirty world of most fantasy settings, diseases (some more horrible than can be imagined) run rampant. By adding a sexual component to your game, you may also bring along the specter of sexually transmitted diseases. For more information on sexually transmitted diseases, see *Chapter 2: Rules, Skills, & Feats.*

All manner of emotions go along with sex, from passion and lust to jealousy and hatred. A casual fling may result in obsession by the other person, or a jealous husband may find out that his wife has been sneaking behind the tavern with one of the adventurers. Lawful societies also have strict codes about sexual behavior, and a randy character may find himself behind bars if he lets his loins do his thinking for him.

Chastity

"I said no."

In a game without sex, all characters can be considered chaste. Such characters in adventures that include sex, however, may miss out on everything from enticing social encounters to powerful magic that stems from sex. They might find themselves on the fringe of the otherwise sexually active group, which considers him prudish or uptight.

A chaste character in a sexual game may also find himself in awkward cultural dilemmas. For example, Batiri, a proud and virtuous paladin has chosen to lead a life of chastity. As a sign of hospitality and appreciation for her assistance in repelling a horde of goblins, the Grand Vizier offers her one of his concubines for the night. Although she politely refuses, the lord is furious at such a breach of social etiquette. Or, Batiri accepts the request, but lets it be known in the morning that the sexual encounter was not to her liking. To save face, the Grand Vizier proudly states that he will have the concubine put to death for her lack of skill. Now Batiri must deal with the knowledge that the life of an innocent has been put in jeopardy because of her!

However, being chaste in a game with rampant sexuality has its own advantages and makes for a wonderful and intriguing roleplaying experience. By not having sex, the character avoids the problems inherent with sex-disease, pregnancy, and unwanted liaisons. They also stand a better chance of avoiding the predations of particularly seductive NPCs and creatures such as succubi.

Sexual Taboos

Some things are just not done.

Despite the diversity of sexuality that exists, some activities are nearly universally banned. Common taboos exist across cultures and species.

Culturally Dependent Taboos

Each society forms its own set of expectations, including those regarding sex. Depending upon various cultural influences including religion, alignment, species, education, geography, and politics, a people often adopt specific norms. They decide what is and what is not acceptable sexual behavior. The more rigid, suppressive, and narrow-minded a society, the more taboos it has. Often, these serve merely to set the members of one society apart and different from a rival society.

The repression sometimes takes the form of law, making these aspects of sexuality illegal. Other times, it manifests though social prejudice. In addition to the activity being societally prohibited, open discussion, tolerance, or even the mere mention of the taboo topic can be socially stigmatizing. Common taboos include the following.

Common Cultural Taboos

- Anal sex
- Birth control
- Bondage
- Breeding outside social caste
- Breeding with other species
- Circumcision
- Domination-submission
- Fetishes
- Gender equality
- Homosexuality
- Incest (with extended family)
- Interspecies breeding
- Interspecies sex
- Masturbation
- Multiple partners
- Nudity
- Oral sex
- Polygamy
- Pornography
- Promiscuity
- Prostitution
- Recreational sex (nonprocreation)
- Sadomasochism
- Sex outside social caste
- Sex outside specific culture
- Sex toys
- Sex while shapechanged, polymorphed, reverse gendered or otherwise altered in form
- Transvestitism
- Uninitiated Adults (see Rites of Passage, below)
- Unmarried sex
- Various sexual positions

Universal Taboos

All but the most chaotic and evil of societies view the following activities as reprehensible.

Universal Taboos

- Bestiality
- Child molestation
- Incest (with immediate family)
- Necrophilia (sex with the dead or nonsentient undead)
- Rape

Rites of Passage

Societies have benchmarks by which they determine whether an individual is an adult or a child. Some use the onset of a girl's menses or another biological change as the indicator. A few choose an arbitrary date by which they indicate adulthood. Often a ritual or ceremony marks the transition from childhood to maturity. Depending upon the culture and its attitudes toward the individual, some passages are determined by the actions of the soon-to-be adult and others are determined or done by society. In almost all cultures, the child welcomes the transition to adulthood. Common rites of passage for both males and females include the following.

Common Rites of Passage

- Attaining a certain age
- Circumcision
- Distended or reshaped body part (such as lips, ears, necks, genitals)
- Elders/Council decree
- First child conceived
- First sexual encounter
- First use of spell-like ability
- Flesh inserts
- Hunting or slaying a particular creature
- Marriage
- Menstruation (females only)
- Personal journey
- Piercing
- Religious ritual/ recognition by deity
- Scarification
- Tattooing

Marriage/Committed Union Customs

Society, culture, and religion are the primary forces that determine relationship bonds and commitment norms. At the core of the custom are some basic purposes for the union.

Many societies use marriage (and marriagelike ties) to clarify property rights, simplify inheritances, delineate parentage, transfer titles and lineage rights from parent to child, and establish clear succession among royals or rulers.

Common marriage or committed union customs include the following.

Category	# and Gender of Participants
Conventional	One male and one female
Monogamous	Two partners of any gender
Polygamous	One male and more than one female
Polyandrous	One female and more than one male
Group Marriage	One or more males and one or more females
Theogamous	Mortal/deity relationship

Fidelity/Chastity

What it means to be married in one society may mean something completely different in another. Even two communities that both worship Kaladis, the deity of marriage and commitment, may interpret the deity's holy tenants very differently.

One place may hold that Kaladis created commitment and marriage as a means of joining of two individuals of opposite gender for a life-long commitment that does not permit sex outside marriage. Another place may have as its norm that Kaladis created commitment and if one person gives his or her word, that word must be followed. In this society, marriage may last only until the next new moon and only forbids extramarital sex if the participants specify a vow to that effect.

Fidelity/Chastity

- Sex is permitted only within the bonds of the committed relationship
- Males may seek sexual gratification outside the relationship
- Females may seek sexual gratification outside the relationship
- The highest social caste member may seek sexual gratification outside the relationship
- Sex outside the relationship is permitted if the partner(s) approve of the lover
- Formalized lesser relationships, such as concubines, are expected
- Formalized lesser relationships are permitted
- Open, casual sexual relationships are expected
- Open, casual sexual relationships are permitted
- Discrete, long-term sexual relationships are expected
- Discreet, long-term sexual relationships are permitted
- An outside sexual relationship is permitted only if it does not create a child

Duration

Some marriages include the vow "Until death do us part." A simple handfasting might only commit the participants for a year. Regardless, each culture, even within the same race, may have wildly different rules as to what is considered a union.

Common lengths of bond include the following.

Duration

- Lifelong
- One year
- Until the first snowfall
- Until the thirteenth new moon
- Until a special wedding vase breaks (may be broken easily by either partner, another person, or by a chance event such as an earthquake)
- Until the village elders dissolve it
- A year and a day
- Until a child is conceived
- Until the next new moon
- Until the next full moon
- Until a new monarch is crowned

Dissolution

Societies vary greatly in their rules of who can terminate a marriage and how it can be ended. The dissolution of a marriage can be either simple or complex. In a society where the rules for marriage clearly defined, dissolution has little extraneous fallout, although there can still be bruised emotions, concerns about children, and the like. In the pseudo-medieval setting of fantasy roleplaying, the consequences of separation have far more reaching possibilities than in real life.

Commoners that are tied to a particular lord or plot of land may find themselves completely cut off from their livelihood, their extended family, and any rights that they might have.

In more cosmopolitan or liberal societies, marriage itself may be a casual affair, resulting in equally casual dissolutions. A character from a place with strict guidelines for marriage and divorce may be amazed (or appalled) at the nonchalant attitude about such things when visiting a foreign society.

With dissolution, property is commonly divided and custody of children is determined. However, many cultures may have rules that dictate that only one or the other divorcee receives any form of compensation. For example, in a highly patriarchal society, males may have the right not only to divorce their wife, but also retain all possessions and children.

There's nothing stopping you from coming up with unique, even bizarre, outcomes for dissolution of a marriage or union. For example, it could be law that if dissolution occurs, all their property, assets, and even children are spread out among the rest of the village.

Possible Means of Dissolution/Divorce

- None
- Church edict
- Civil court dissolution
- Mutual agreement
- Public announcement
- Public denunciation
- Returning dowry
- One member makes a symbolic gesture such as breaking a vase or returning a ring
- The village wise one declares it so

Sex and the Alignments

Below is described the typical approach to sex of a character of one of the nine alignments from Core Rulebook I. Each alignment includes heterosexual, homosexual, and bisexual folk. Alignment influences other aspects of sexuality such as the approach taken toward monogamy or promiscuity. The entries below are general philosophical guidelines only.

Lawful Good

Be Virtuous in All Endeavors

A lawful good character acts with thought, looking ahead to the implications of his actions. He earnestly endeavors to be honest and respectful with any potential partner. Some choose to be celibate or chaste. Others wait for sex until a permanent relationship, such as a marriage, is formalized.

A lawful good alignment does not prohibit sex outside marriage. It just means that the character must clearly communicate what he is offering and what he expects from his partner. Are they intending to spend just one night of passion together with no obligations? Are they beginning an ongoing relationship with commitments excluding other partners? What happens if a partner conceives? Even paladins can have robust, varied sex lives, but they need to come to clear terms with their lovers in advance.

The bard's dulcet tones slowly faded and were replaced by the inn patrons' applause and cheers. Cries of "Chevel!" and "Encore!" accompanied her from the improvised stage. Coins clinked into her cap as her audience showed their appreciation.

The paladin Valeria slapped her leather-clad thigh in approval. The bard winked at her and *came over to her table.*

The tall, blonde warrior rose at the petite brunette's approach.

The bard sat down, gesturing for the paladin to do the same. "My name's Chevel."

"Pleased to make your acquaintance," Valeria said.

"Buy me a drink?"

"An honor." The paladin called for the innkeeper to bring two glasses and a bottle of wine.

An hour or so later, the two women were still sitting together, talking, heads bent close together to hear each other over the noise. Their knees touched under the table.

Valeria sighed, and leaned back, not wanting the moment to end, but needing to know if it was right for it to continue. "You're lovely, sweet, and incredibly talented. You've been flirting with me all evening, and I've quite enjoyed it. I need to let you know that I'm only in this town for tonight."

"I leave with my crew at dawn." Valeria indicated a motley group assembled at one end of the bar. "It's not likely I will pass this way again. We can only have each other tonight." As Valeria finished speaking, she reached out and took Chevel's hand, making sure to leave her grip loose enough so that the bard could pull away.

Valeria: Human paladin 15; CR 15; Medium humanoid; HD 15d10+30; hp 85; Init +3; Spd 30 ft.; AC 21, touch 14, flat-footed 18; Base Atk +15; Grp +20; Atk +22 melee (2d6+6/17-20, *+1 greatsword*) or +19 ranged (1d8+5, *+1 composite [+4 Str bonus] longbow*); Full Atk +22/+17/+12 melee (2d6+6/17-20, *+1 greatsword*) or +19/+14/+9 ranged (1d8+5, *+1 composite [+4 Str bonus] longbow*); SA smite evil 4/day, spells, turn undead 6/day; SQ aura of courage, *detect evil*, divine grace, divine health, empathic link with mount, heavy warhorse mount, lay on hands, *remove disease* 4/week, share spells with mount; AL LG; SV Fort +14, Ref +11, Will +9; Str 20, Dex 16, Con 14, Int 8, Wis 14, Cha 17, App 13.

Skills and Feats: Diplomacy +12, Perform (sexual techniques) +12, Ride +12, Sense Motive +11; Blind-Fight, Dodge, Improved Critical (greatsword), Mobility, Sexual Training*, Spring Attack, Weapon Focus (greatsword).

Smite Evil (Su): Four times per day, this

paladin may attempt to smite evil with one normal melee attack. She adds +3 to her attack roll and deals 15 extra points of damage. Smiting a creature that is not evil has no effect but that use of the ability counts against the paladin's total for that day.

Turn Undead (Su): As a 12th-level cleric.

Thunderhooves

Heavy Warhorse; Large magical beast; HD 12d8+12; hp 66; Init +1; Spd 60 ft.; AC 18, touch 10, flat-footed 17; Base Atk +3; Grp +13; Atk +8 melee (1d6+6, hoof); Full Atk +8/+8 melee (1d6+6, 2 hooves) and +2 melee (1d4+3, bite); Space/Reach 10 ft./5 ft.; SQ command, low-light vision, scent, spell resistance 20; SV Fort +7, Ref +5, Will +2; Str 22, Dex 13, Con 17, Int 9, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

Command (Sp): Usable 7/day against other equines (Will DC 21 negates).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw half, this mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Low-Light Vision (Ex): Can see twice as far as a human in dim light.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Aura of Courage (Su): This paladin is immune to fear, magical or otherwise. Allies within 10 feet of her gain a +4 morale bonus on saving throws against fear effects.

***Detect Evil* (Sp):** This paladin can *detect evil* at will as the spell.

Divine Grace (Su): This paladin applies her Charisma bonus on all saving throws. (This modifier is already figured into the statistics given above.)

Divine Health (Ex): This paladin is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empathic Link (Su): This paladin can communicate telepathically with her mount at a distance of up to 1 mile. The paladin has the same connection to an item or a place that the mount does.

Heavy Warhorse Mount: Whenever she desires, this paladin can call upon the services of a special heavy warhorse mount. The creature's abilities and characteristics are summarized in the *Thunderhooves* sidebar.

Lay on Hands (Su): This paladin can cure 45 hit points of wounds per day.

***Remove Disease* (Sp):** This paladin can *remove disease*, as the spell, four times per week.

Paladin Spells Prepared (3/2/1/1; save DC 12 + spell level): 1st-*bless, bless weapon, pleasant dreams;* 2nd-*mantle of love*, resist temptation*;* 3rd-*magic circle against evil;* 4th-*dispel evil.*

Possessions: *+2 celestial argentum breastplate*, +1 greatsword, +1 composite (+4 Strength bonus) longbow, belt of giant's strength +4,* 20 arrows, *bracers of health +4, gloves of Dexterity +2, periapt of Wisdom +2, cloak of Charisma +2, ring of protection +1, potion of cure moderate wounds, potion of peacock's beauty*, potion of fly,* 300 gp.

* New in this book.

Neutral Good

Give Pleasure

This philosophy guides a character to seek to please her partner or partners. A neutral good character wishes to do good in the world. She focuses on enjoying life and making life enjoyable for those near or dear to her.

Neutral good characters are easygoing lovers, sometimes pursuing casual relationships, sometimes forming lasting commitments. In either case, they have the strong desire to leave their partner happier for having been with them.

Chevel paused for a moment, studying the paladin across from her. The warrior was beautiful and shining with devotion to her cause. Her earnest need to codify this potential one-night stand amused the bard. Chevel wanted her, wanted to give her a night of pleasure to remember. She laid her hand on Valeria's thigh, feeling the warmth and the wanting of the other woman.

Echoing Valeria's words from earlier, the bard replied. "An honor."

The bard called for the innkeeper. She wanted to rent a room with a large, comfortable bed.

The two women went up to the room. The paladin reached out to extinguish the oil lamp, but the bard stayed her hand. Chevel began to undress the paladin, slowly removing each article of clothing and folding it neatly on a chair, prolonging the procedure.

Valeria's muscled body showed several scars-mementos from many battles. The fine white lines did not detract from her beauty. They instead seemed to enhance it, forming a cryptic guidebook to her past. The bard lightly traced the scars as she removed the paladin's clothing. The gesture was

intimate and accepting. As Chevel continued to remove the garments, Valeria's nipples hardened. When the paladin was completely naked, Chevel gently pushed her onto the bed.

"Stay right there," the bard said. She began to hum a lively musical number and started to undress herself in a burlesque striptease, snapping her fingers and slapping her thigh to provide the percussive emphasis she wanted. All the while, she kept her gaze on the lovely Valeria, flirting, teasing, and building the anticipation.

The paladin enjoyed the show, feeling heat and longing in her groin. Her nipples ached sweetly. At last, the bard threw down the dainty thong that was her last bit of clothing. Chevel pounced on Valeria.

"You were magnificent," the paladin said.

"You've not begun to know magnificent," the bard replied.

Chevel: Human bard 6; CR 6; Medium humanoid; HD 6d6+6; hp 27; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +3; Atk +4 melee (1d6-1/19-20, masterwork rapier) or +6 ranged (1d8-1, masterwork longbow); Full Atk +4 melee (1d6-1/19-20, masterwork rapier) or +6 ranged (1d8-1, masterwork longbow); SQ bardic knowledge 6, bardic music 6/day (countersong, fascinate, inspire competence, inspire courage +1, suggestion); AL NG; SV Fort +3; Ref +6, Will +6; Str 8, Dex 13, Con 13, Int 10, Wis 12, Cha 16, App 14

Skills and Feats: Diplomacy +16, Gather Information +12, Perform (burlesque) +12, Perform (sexual techniques) +12, Perform (sing) +12, Perform (string instruments) +12, Sense Motive +13; Dodge, Improved Initiative, Negotiator.

Bard Spells Known (3/4/3; save DC 13 + spell level): 0-*dancing lights, depilatory*, detect magic, grope*, lullaby, read magic;* 1st-*block the seed*, charm person, cure light wounds, vision of exquisite pleasure*;* 2nd-*invisibility, limited telepathy*, touch me not*.*

*New spell in this book.

Bardic Music: Six times per day, Chevel can use her song or poetics to produce magical effects on those around her (including herself, if desired). Starting a bardic music effect is a standard action. For more information on bardic music see page 29 in the Core Rulebook I.

***Countersong* (Su):** Chevel can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of the bard who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds.

***Fascinate* (Sp):** Chevel can cause up to two creatures within 90 feet that can see and hear her to become fascinated with her (sit quietly, -4 penalty on skill checks made as reactions, such as Listen and Spot checks). The bard's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 5 rounds.

***Inspire Competence* (Su):** An ally within 30 feet who can see and hear Chevel gets a +2 competence bonus on skill checks with a particular skill for as long as he can hear the music. Inspire confidence lasts for up to 20 rounds.

***Inspire Courage* (Su):** Allies (including the bard) who can hear this bard receive a +1 morale bonus on saves against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear the bard.

***Suggestion* (Sp):** Chevel can make a suggestion (as the spell) to a creature that she has already fascinated (see above). Using this ability does not break her concentration on the fascinate effect, nor does it allow a second saving through against the fascinate effect. Making a suggestion doesn't count against Chevel's daily limit on bardic music performances. A will saving throw (DC 16) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

Possessions: +1 chain shirt, cloak of Charisma +2, masterwork rapier, masterwork longbow, 55 gp.

Chaotic Good

If It Feels Good, Do It

A chaotic good character does what he thinks is best. He's rebellious and cares little for customs and norms, but respects others' views. Simply put, he does what he thinks is good and right.

Often, a chaotic good character makes an effort to exhibit his individuality, especially in a repressive society. He knows what he believes and follows his heart, seeking happiness while trying not to hurt others. He wants those with whom he forms a relationship to feel better off for having been with him.

Madeline, the hostess of the House of a Thousand Pleasures, made a gesture and uttered a few words as she presented her holy symbol of Alilial. Her gaze sharpened, and became more penetrating. She stared at them for a moment. "Okay, you're fine. The Game Room has two rules. First, you must be free of disease. You are. Second, the emphasis in this experience is sensuality and pleasure. You must be here with knowledge and without any compulsion. You must be willing to share yourself sexually, to experience pleasure, and to give pleasure. Are you?"

"Yes," Desere and Silett spoke at once.

"Now, the fun can begin."

The hostess led them up a flight of stairs and down a long corridor. As they passed several doors in the hallway, they could hear sounds of pleasure and play. She led them to the double doors at the end of the hall. Gilt letters proclaimed the area beyond to be the "Game Room."

Madeline opened the doors. Desere was disappointed to see only a small foyer with another set of double doors at the far end. The hostess closed the doors to the hall and took down two blindfolds from a peg in the vestibule.

"Blindfold?" she asked. "They're optional, but many of our visitors say they enhance the pleasure."

"Just what have you gotten me into?" Desere asked with a laugh. "I don't want a blindfold."

"I do," Silett said, eager to gain the most fun from the experience.

Once blindfolded, Silett groped about for Desere, intentionally brushing his hands against her breasts. He found her nipples quite perky. Good. She was having fun, too.

"Ready?" Madeline asked. Desere said "Yes" and he nodded. He heard Madeline open the inner doors.

The blindfold took away his sight and forced him to concentrate on his other senses. A low symphony of moans, gasps, and sighs greeted his ears. He felt his manhood swell against the filmy silk robe he wore.

He heard Desere gasp.

"It's . . . Oh, it's . . . beautiful. So many bodies. Undulating like the sea," she said.

Lawful Neutral

I Kiss by the Book

Lawful neutral characters value law, order, and tradition. Good and evil are concepts of little importance. Arranged marriages are common in a lawful neutral society. Many such societies have very particular customs or laws governing sex. As with the lawful good worldview, sexuality is controlled and acts of sex are deliberate, considered matters, not lightly undertaken.

"But you're my husband!" the young bride whined. "Why can't we make love yet? We're married!"

"I've explained to you before. I will explain again," the monk stroked his wife's hair, trying to calm her as he would his horse when it became agitated. He wanted to share appreciation of convention and propriety with this young woman he hardly knew. "Here, in this fiefdom, we have the First Night tradition. When one gets married, the local noble has the option, nay, the duty, to initiate the newly wed into sexuality. It's a bond between the aristocracy and those who owe them fealty. It strengthens the bloodlines and makes the nobles care more about their people."

"I understand all that, but I hate it! I want us to be each other's first lover," she kissed him

through her tears.

"I will love you as much, nay more, tomorrow than I do today," he said. "But this must be done."

He kissed her for the last time that night, and slowly began his walk to the castle. He hoped that Lady Eleanor would be gentle with him and leave him enough energy to consummate the marriage with his fretful bride in the morning.

Neutral

Act Naturally

A neutral character is the most difficult to quantify. He doesn't seek to be evil or good, chaotic or lawful, but is by turns each, depending upon circumstance. In relationships, he may be virtuous or unfaithful, committed or casual. He often does what's convenient and expedient. A neutral person might be faithful because he wants his partner or partners to be faithful or because he fears being caught. Likewise, he might betray his lover because he wants to experiment or because he doesn't think his partner will find out.

A few neutral characters want perfect balance. They diligently pursue the path of neutrality. Often, because of their philosophical pursuit of equilibrium, they are chaste or partner only with another seeker of equilibrium because relationships with people of other temperaments generally lead to conflict.

Cliara untied her purse from her belt and let the coins chime out onto her dresser. Two gold pieces, ten silver pieces, and a handful of copper. A good night's wage, especially for only six customers.

"Good tippers," she thought aloud and chuckled softly to herself at the pun.

Both the good night and the money helped make up for yesterday.

Last night's takings had been meager. Her last customers of the evening were a pair of human women who had her service them, then paid her in silver-plated copper pieces. Harpies.

Still early, not yet midnight. She also could sleep late tomorrow. Nothing to do until noon, when she attended the life stretches at the kundala temple. The kundala exercise regime kept her body fit and supple.

Cliara debated the merits of going downstairs to the common room and seeing if anyone new had shown up. The pretty bard performing at the inn was talented. She attracted more patrons and put them in a good mood, making them feel happier and more generous.

No more tonight, she decided. Her last client, a giantborn dwarf tantrist, had left her tired and a touch sore. He had given her a gold piece, though, more than twice what she normally charged. Nice guy.

Cliara looked at the money on her dressing table and decided to take a bath.

Chaotic Neutral

It's All About Me

A chaotic neutral character does whatever she pleases, when she likes, with whomever she wants. She prides herself on her spontaneity, enjoying a blatant disregard for societal norms. She rarely pauses to consider the impact her actions have on other people. When forming relationships, she only cares about herself and what's good for her. She often leaves a trail of emotional wreckage and heartbreak in her wake.

"I'm bored," Falean complained to Ardella. She threw the last of the wood onto the fire in their makeshift camp at the side of the road. "We haven't done anything interesting since we were thrown out of Percilla's House of Pleasure for coating the whips with sovereign glue."

"Yeah, but it was worth it to see the look on that pseudodominatrix's face when the whip wouldn't come away from that poor half-orc's butt." The two women laughed together, but the silence returned.

After a moment, Ardella said, "I'm bored, too."

"Why, then, I challenge you to a game of 'First Fuck.' The first one of us to get laid gets 100 gold and a massage from the loser," Falean said.

"Deal," Ardella agreed.

Falean stood up. "I hear hoof beats. This one's mine."

The rhythmic pounding of hooves grew louder. It sounded like a single horse approaching at a trot. Falean positioned herself, standing openly in the middle of the road. She unlaced the top of her shirt, exposing the uppermost curves of her ample bosom. She reached inside the shirt and hitched them up to emphasize her cleavage and smoothed her skirt to show off her full hips.

The rider approached and reined in his horse. He was a young, good-looking elf with hair the color of sunshine.

"Oh, sir," Falean began, advancing toward him and placing her hand on his stirrup. "I need help so badly. . . ."

"What is it? What's wrong?" the elf drew his sword and looked around, preparing to face danger in the stereotypical defense of the damsel.

"Ooh, I have need of your nice, strong sword," she cooed. She used her left hand to draw up her skirts, exposing a bare expanse of thigh. "Come here and explore my deep, dark cave."

The elf sneered in annoyance. He shook her hand off his stirrup and kicked his mount into a gallop.

Falean sighed, "So much for the direct approach. I should have known to be more subtle with an elf." She laced her shirt back up.

Ardella giggled.

"Probably doesn't even like women," Falean endeavored to console herself.

The two women laughed. At each other. At themselves. At the world.

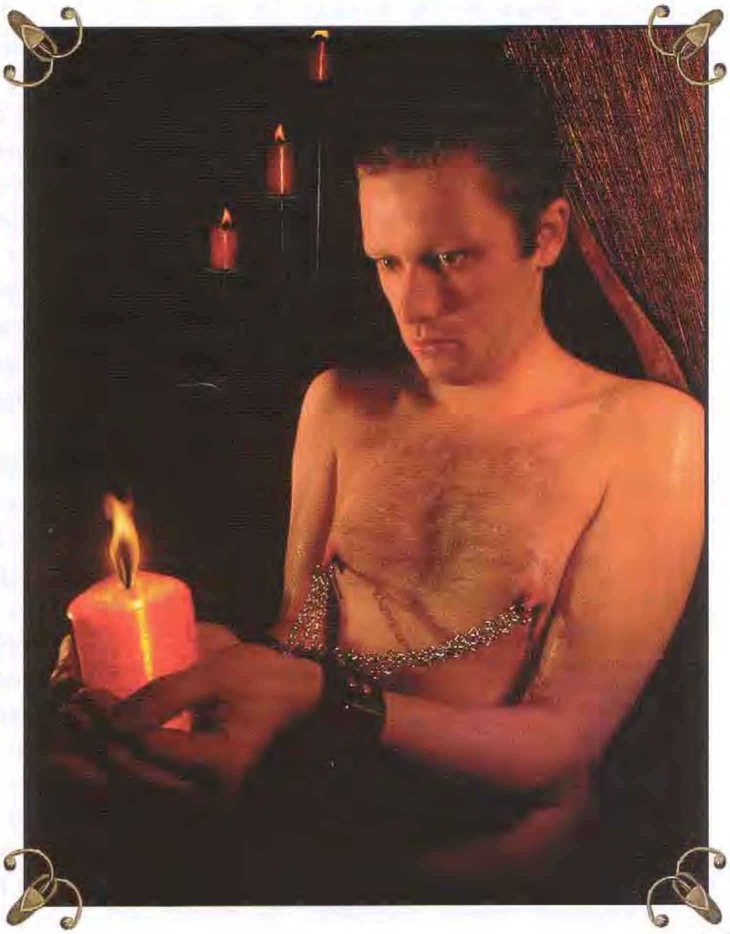
Lawful Evil

Order and Power

A lawful evil character uses sex as one of her tools. She takes what she wants from those within her power, negotiates with peers, and submits to those above her in rank. A lawful evil character is most definitely evil, but she plays by the rules.

Darvin shuffled into the courtyard of the Baroness Arsera, guided by two imposing soldiers. They had sternly warned him not to look directly at her. She sat beside a small pool, reading. He waited in silence, with his eyes fixed upon her feet, which, to his amazement, were bare. His fascination caused him to raise his head with a start when she finally spoke.

"You are Darvin," said the Baroness, not looking up from the slender book in her hands "It has come to my attention that you are almost four months-a whole season-late in the payment of your taxes. You have been given one chance to pay your rightful debt to me, and all you provided were a few pitiful baskets of withered wheat and two pieces of silver." The disgust in her voice made him wince. "Pathetic."



She rose from her seat and walked toward him. His nose caught a whiff of exotic perfume, which mingled with the scent of his fear.

"I will make this brief. You have failed in your obligations to your rightful ruler. For that alone, you give me leave to see you killed." He looked up at her with a gasp. The baroness's stunning face, framed by childlike golden curls, bore no emotion. "As well as your family," she continued.

"Mm . . . mmm-milady!" he stammered. "There was little rain this year! No one had a good crop!" Her hand snapped up and grabbed his face, cutting short his plea.

The baroness's grip was hard, but slowly softened as she caressed his face, leering at his muscular frame. Darvin felt as if he were a cow being inspected before slaughter.

"You can decide to leave with your family surrendering all land, your house, all your possessions, or you can serve me. As an assistant of sorts."

Hope swelled in Darvin's heart. "Yes, of course, milady! I am your servant and will do anything that you ask!" he sputtered.

"Oh," she whispered. "Yes you will. . . ."

The Baroness stood naked in her bedchamber, selecting a gown for the evening. The room was dimly lit with candles, held in the hands of a man, also naked, who stood beside her. Short silver chains led from his pierced, bloody nipples to tight wristbands-the chains prevented him from lowering his arms past his chest. Despite his effort, the man's arms drooped ever so slightly.

"More light!" she screamed, swatting the heavy weight that hung from his exposed testicles. The man, formerly known as Darvin, and now only called "candle holder," did not flinch. To show pain, he knew, would only incite his mistress's wrath.

Neutral Evil

It's All About What I Can Get Away With

The self-centered, self-serving neutral evil character pursues personal ambitions or agendas by all expedient means. Lacking honor or principles, the neutral evil character values personal gain above all. He controls, abuses, or prostitutes others. Relationships involving a neutral evil individual tend to be emotionally painful, often filled with betrayal and deceit.

"Pregnant? You're pregnant? We should get married," he said. "I'm so happy! The barony will have an heir!"

"Darling, of course I want to continue to make you happy," she said. "You want to get married, we will get married." She smiled as she mentally added up the number of times she was married, either falsely by a paid-off, often drunk, official, or quasilegally (legal only where polygamy was accepted). She was no more pregnant than she had been a virgin when she first came to the Baron's bed. She almost felt bored with how easy it had been to fool the aging aristocrat.

"I'm looking forward to having a nice, big ring and a lovely trousseau! You will get me a nice ring and lots of nice clothes and jewelry, won't you, darling?" she prompted as she started to unlace the Baron's breeches. He was hard with the thought of his own fertility.

"Fool!" she thought as she pulled his small stiffness out. He was already close to orgasm. She used her magic-enhanced skill to keep him aroused but not let him climax. She pressed at a point just behind his testes and used her fingers to maintain pressure on his shaft. He never noticed the stilled, silent spell she cast to prolong his pleasure.

Her mouth began to caress his shaft, her tongue tracing patterns of greed and lust. With each lick, she enumerated another thing for him to buy her. "A lovely horse!" Lick. "With horseshoes that can make it fly!" Nuzzle. "A magic cloak to make me even prettier!" Lick. "Oh, I would love to have a true seeing gem, too." She stroked him, working her hands up and down, up and down, as she began to suck on him with vigor. His balls tightened as he pumped his baronial blessing into her eager mouth. She smiled up at him, satisfied with how easy it was to suck him dry.

Chaotic Evil

Fuck You! Fuck You! No, Fuck You All!

The chaotic evil character likes to hurt, torture, and destroy. He commits appalling acts on the merest whim. Sex for him is entirely selfish and often violent. Chaotic evil creatures sometimes seek sexual satisfaction through rape, mutilation, bestiality, or the abuse of helpless creatures. These aspects of sex are prohibited among all but demonic society and despised by all the other alignments. The *Book of Erotic Fantasy* intentionally omits all but the mention of such heinous acts.

Sex and the Species

In a campaign with a sexual dimension, many questions about characters' and monsters' sexuality arise. Which kinds of creatures favor monogamy? Which tend toward bisexuality? Which engage in interspecies procreation?

While any given species has individuals that span the full spectrum of sexuality and sexual preferences, delineating sexual proclivities by species proves useful in providing a rich and complex world where different societies have different sexual norms.

Player Character Races

The following entries describe the general attitudes of the races found in Core Rulebook I, as pertaining to sexuality, as well as how each races handles pregnancy and childbirth.

Dwarf

Love is like stone

Dwarves tend toward homospecies, heterosexuality, and monogamy. They usually choose one dwarf of the opposite sex and bond for life. Marriage is respected by dwarven communities and held as a sacred vow. The community elders arrange most marriages. Love is an emotion dutifully cultivated within marriage. It does not come easily and requires much skill and shaping.

Despite their reputation as curmudgeons, dwarves are energetic lovers, known for their prolonged sexual sessions, which can last for a full day or more. Still dwarves are not very sexually adventurous, sticking with "tried and true" methods and shying away from many kinks that other races may enjoy. Like everything else in the dwarven community, dwarves are taught the basics of sex in the same way that they would learn about how to handle a hammer and tongs at a forge-some things are done just so, as that is the way it's always been. Humans, elves, and gnomes are often amused that many dwarf communities provide their young dwarves who reach sexual maturity (typically around 40 years), are provided a "manual" of acceptable sexual positions, often written out in a dry, clinical prose.

Homosexuality is rare in dwarven communities, but shows remarkable support by its members, who see it as a true bonding of kindred souls. It is accepted that male warriors may come to love their fellows, showing remarkable loyalty as brothers-in-arms. Lesbianism, however, is even more rare and is viewed with suspicion. In those communities where females greatly outnumber males (often due to wartime attrition), females sometimes pair up and form life-long partnerships.

Dwarven Pregnancy and Childbirth

Dwarves have long, and relatively painful (some would say "stubborn") pregnancies. However, as befitting the stoic nature of most dwarves, pregnant females do their best to mask this pain, seeing it as a sign of weakness to be overcome. Although already noted for their protective nature, a dwarf community becomes extremely, almost obsessively, concerned with the safety and comfort of a pregnant female. During this time, a pregnant mother retreats from the main part of society, to be looked after by the matriarchs of the clan, who sing neverending chants to help the child come into the world.

For unknown reasons, dwarven half-breeds do not commonly occur, unless the other parent is a celestial, dragon, fiend, or other being noted for their ability to cross-breed.

Multiple births are extremely rare among dwarves, and how the children are treated depends on the particular clan. Some see them as auspicious omens, while others watch the children with suspicion. Fraternal twins are almost unheard of among dwarves.

Elf

Love is like summer

Elves enjoy life and love. They tend to share themselves sexually and emotionally with elves, half-elves, and humans of either gender. Their sexual relationships tend to be extensions of deep friendship. Sex is a form of sharing between two people. The sexual aspect of the relationship tends to be transitory, lasting from a single encounter of a few hours to an ongoing affiliation of a few decades, both relatively short periods in an elf's long life. The friendship from which the sex developed tends to last much longer. The traditional concept of marriage, swearing to spend one's life with just one person, amuses elves who often can't understand why anyone would willingly repress himself or herself in such a manner. Elves as a species view the concept of eternal love as one of the greatest hoaxes of the universe. Among nonelves, however, many classic romance tales and legends focus on elves who pledge eternal love.

Possessing remarkably long life spans, elves often become sexual connoisseurs, with centuries to master sexual techniques in the same way they would master a sword. Most elves go through phases of sexuality (which can also last for decades or centuries), in which they have sex with one or the other gender, sampling the pleasures provided by both males and females. By definition, almost all elves are bisexual, although most find it curious to be labeled in this manner. Elves reach sexual maturity between 100 and 120 years.

Most elves find violent sex or sadomasochism to be distasteful and crude, although there are individuals who have mastered the finer arts of domination, honed by centuries of practice. Dark elves, on the other hand, view sex as coexisting with violence, domination, and humiliation. For a dark elf, having sex with someone is a political move first, with the pleasure experienced being an added benefit.

Elven Pregnancy and Childbirth

Elves are noted for having one of the longest gestation times of all humanoid species-a full two years. However, pregnancy is a sacred and harmonious time between mother and child, as the two bond on an almost psychic level. Childbirth is gentle and easy on both the child and mother. However, due to their fragile constitutions, females must wait another five years before they can become pregnant again.

Among the other humanoid races, elves can successfully crossbreed only with humans. Scholars do not know why this is the case, although some have made controversial statements that humans descended from elves long ago and have enough in common genetically for half-breeds to occur.

Gnome

Love is a toy

Gnomes like sex. It's an opportunity to have fun, play with toys, and relax. They tend toward homospecies relationships, bisexuality, and group sex. For most gnomes, sharing in sex is an enjoyable pastime, with no more commitment or formality than sharing a meal together.

Gnomes have created the most intricate sex toys and manuals including the highly sought after, and often translated, *Gnomish Kama Sutra.*

Gnomes are adventurous and engaging lovers, willing to try almost anything once just to see what it's like. Just as they have dozens of names, gnomes also have a large list of others whom they call lovers, even if married or bound in union. Indeed, group marriages are extremely common among gnomish communities, although most stick to two "primaries" in order to avoid too much

confusion. The gnomish sense of humor is alive and well in the bedroom-mixing jokes, pranks, and laughter with good, hearty intercourse. Foreplay is key in gnomish sexuality, with each partner going to elaborate extremes to arouse the other before the actual act of sex occurs. Gnomes reach sexual maturity between the ages of 40 and 50 years.

Gnomes have a strong aversion to painful sex or domination, and have difficult time seeing the connection between pleasure and pain. Those who are drawn to this sort of sexuality are often shunned and outcast by the rest of the community.

Gnome Pregnancy and Childbirth

Pregnant females are considered true treasures in gnome communities who are pampered and coddled by the rest of the clan. Pregnant mothers move to the safety of their burrows during the last three months of the term, surrounded by loved ones.

Like dwarves, the genetic makeup of gnomes prevents them from producing halfbreeds, unless the other parent is a celestial, dragon, fiend, or other being noted for its ability to successfully crossbreed. This does not prevent gnomes from sampling sex with other beings-indeed the idea that they cannot get the other creature pregnant is more than a bit enticing.

Half-Elf

Love is awkward

Half-elves tend to have difficult puberties. If raised among elves, they reach sexual maturity long before their peers. Their childhood friends are too young and immature to understand the half-elf. The sexually mature adults tend to look upon the half-elf as a child who should not yet have such urges. Half-elves lack sexual opportunities in elven society. Masturbation provides some relief, and some chose a celibate life. More often, half-elves look to other societies, typically human, where they can fulfill themselves sexually.

If among humans, half-elves seem to mature slowly. They sustain childhood interests longer than their human companions and do not mature as quickly sexually. When her human peers reach adolescence and experience the host of body changes and sexual urges, the half-elf is still immature. Her contemporaries reject her. Younger children don't want to play games with someone seemingly much older. At best, the half-elf is viewed as strange. More likely the half-elf's lack of interest in sexuality and desire is misinterpreted by those in the human society as frigidity, elitism, racism, perversion, or some other negative trait.

Half-elves run the full range of sexual preferences. They have a slightly higher tendency towards bisexuality, due to their elven blood, though some are devoutly heterosexual. Half-elves reach sexual maturity between the ages of 18 and 22. However, as described above, this maturity does not always translate well with the society they belong to.

Half-Elf Pregnancy and Childbirth

Like everything else in a half-elf's life, who she associates with has an impact on how pregnancy and childbirth is determined. In the eyes of elves, the pregnancy of half-elves is incredibly short and painful. To humans, their pregnancy seems to stretch on forever, though very peaceful and serene.

Half-elves have a longer gestation period than humans—a full year. An elf mother carrying this child will find the pregnancy relatively hard on her, while a human mother will be pleasantly amazed at how her body responds to the child growing inside her. As

Intelligence and Sex

Intelligent creatures have grand potential for sexual expression. In this book, when we discuss sex, we are referring to intercourse between consensual, sapient adults.

This requires an Intelligence score of at least 3, though many societies don't believe that creatures with Intelligences lower than 6 have the cognitive reasoning to make informed decisions about their sexuality.

Aspects of sexuality we do not cover in this book include:
Bestiality-sex with animals
Necrophilia-sex with the dead or nonintelligent undead
Pedophilia-sex with sentient beings under the age of consent

there is no half-elf society per se, the mother will receive care from others based on the community that she belongs to. Most mothers, regardless of whether they are humans or elves, feel the need to retreat from others and give birth alone or only among trusted friends.

Half-elves that get pregnant give birth to "true" members of either race. For example, a half-elf gets pregnant by a human-the child will be born as a human (with all the statistics provided in Core Rulebook I). In short, there are no "quarter elves", although the child will gain physical traits similar to her parents-a child of a half-elf and a human will have slightly more pointed ears and a slender build.

As above, the likelihood of multiple births depends on the race of the other partner.

Half-Orc

Love is sex

Half-orcs have a much easier time during puberty than half-elves. They reach sexual maturity just slightly behind orcs and just slightly ahead of humans, so they are able to maintain their peer groups.

Half-orcs enjoy sex. And they like it rough. Foreplay often includes biting, scratching, or bruising, and actual intercourse can resemble a mix between a fistfight and a wrestling match. Sex tends to be a brief heterosexual encounter without emotional attachments. Because of their brutish nature, few half-orcs are empathic enough to realize how rough they can be during sex and may become angry (or even more excited) at the cries of their partner. They may find some of the fairer races, such as elves, extremely enticing, but become dismayed and disgusted at the fragility and desire for the more subtle aspects of lovemaking. Curiously, half-orcs are not drawn to kinks and fetishes as often as the other races-most see them as annoying wastes of time. In fact, others would view half-orcs that display a particular kink in the tribe with ridicule. As with orcs, homosexuality among half-orcs is extremely rare and is simply not understood by the others in the tribe. Half-orcs respect power, however, and if a mighty half-orc is strong, ruthless, and determined enough, he can live his homosexual lifestyle with impunity.

If raised by orcs, a half-orc views sex as a form of domination and a way to manifest their superiority. A half-orc likes sex hard and often, taking on as many mates as he can get, proving his strength and prowess among other males. If raised among humans, half-orcs might find that locating a willing partner who can overlook his appearance and demeanor difficult, forcing him to temper his more feral instincts.

Half-orcs reach sexual maturity between 14 and 16 years of age, although the society they live in determines their actual age of majority in which engaging in sex is considered acceptable.

Half-Orc Pregnancy and Childbirth

Like orcs, the pregnancy of half-orcs is relatively short and hard on the body of both the mother and the child. Pregnancy lasts around 8 months, regardless of the father's race, although how smoothly the pregnancy goes depends on his race. If the half-orc is carrying an orc's child, the pregnancy will be difficult, draining the mother's stamina. The mother will have an insatiable craving for meat (preferably raw) as the brutish child grows within her. If the father was an orc, there is also a better chance of having twins. Orc children with human blood will be smaller and leaner than orc babies, with less pronounced facial features. Their skin, while still grayish, may have highlights of their human blood.

On the other hand, if a half-orc mother is carrying a human child, the pregnancy will be on par with what human mothers endure. Full-blooded orcs will be a bit amazed at the extended length of pregnancy. Multiple births

Half-Breeds and Pregnancy

For the purposes of the *Book of Erotic Fantasy*, children resulting between the coupling of a half-breed and a full-blooded member of a related race, are considered to be full-blooded as it pertains to statistics and racial abilities. For example, if a half-elf mates with an elf and gives birth, the child will be born an elf, despite its "three-quarters" blood. Other than cosmetic differences, including sleight variations of height, weight, hair color, and so on, the child will have the same abilities as a full-blooded member of that race.

happen with the same frequency as humans. Children born in this way will be taller, stronger, and uglier than a human child. Most tend to have a lower intelligence as well, although exceptions are possible.

In either case, these "quarter breeds" will encounter many of the same problems, stereotypes, and racism that half-breeds encounter.

Halfling

Love is sharing

Community is central to life in halfling society. Love and acceptance flourish. Sexual sharing is a manifestation of community and fellow feeling among adults. They frequently copulate with people they merely like, whose company they enjoy, or who seem to need the solace that intimate physical contact offers. Most nonhalflings, who might view halflings as being merely "cute," are astonished to witness the incredible diversity of halfling sex and the enthusiasm with which they engage in it. However, halflings are cautious about having sex outside their species, since they realize that their philosophies are not widely shared among other races.

Sex is much like a party, with the more the merrier. They honor the universal sexual taboos. Societal, consensual adult sex with anyone, even family members as closely related as first cousins, is acceptable. Exposed to a variety of cultures in their nomadic travels, halflings take to new sexual techniques readily, incorporating them into their vast repertoire.

Homosexuality is fairly common, although there is a lesser percentage of bisexual halflings in a given community than the human average. Halflings tend toward a given sexual preference and usually stick to it. Halflings reach the sexual maturity between 18 and 25 years, often culminating in a massive party in which the youth is set up with a willing partner, chosen by the rest of the clan.

Halfling Pregnancy and Childbirth

Halflings have the same gestation times as humans and undergo similar conditions. Mothers are active up to the last two months of pregnancy before retiring to the care of the community. However, due to the nomadic nature of most halfling clans, mothers are expected to keep up as best they can before moving to the safety of their covered wagons.

Halflings, while possibly the result of crossbreeding with humans in the distant past, are now unable to successfully crossbreed with most other humanoid species.

Births are considered times of festivity, with many parties and celebrations conducted in honor of the mother and the continuation of the clan. Multiple births occur on par with humans-the twins or triplets are adored and dotted on by the rest of the clan.

Human

Love is . . .

Of the humanoid races, humans tend to be the most diverse sexually.

Heterosexually, homosexuality, monogamy, promiscuity, single-partner, multipartner, penetrating, manual, oral, anal, rough, gentle, committed, casual, and more-human sexuality is all-encompassing.

Human society, on the other hand, often tends to be restrictive regarding sexual activity, depending on the particular culture. Few cultures are open and accepting of diversity in sexuality. Depending on the region and the culture, even very mild sexual taboos (see page 13) often become serious issues.

Other Humanoids

This category covers most living creatures who have a basic resemblance to the human form.

Centaurs

Wild and Free

Centaurs live in tribes that are similar to the herds of horses. Centaurs undergo a period of heat, lasting three months or so, in which they experience intense sexual feelings. Centaurs reach sexual maturity at an early age-10 years old, at which time they are forced to find a mate outside the herd. Mating is both rough and tender, with young males bucking for position and wooing their potential mates with displays of physical prowess.

Centaur Pregnancy and Childbirth

Pregnant females are fully functional up to a week before the birth of a child, before retreating to a secluded glen or cave in order to give birth. A small contingent of elder females accompany and protect the pregnant female during this time, spending most of their time driving away male centaurs, who become agitated and nervous by the mother's hormone-rich scent. Multiple births are rare, and such children are noted for possessing strange powers-most become clerics or diviners, receiving whispered bits of wisdom from their deities or the natural world around them.

Doppelgangers

No Better Lover Than One That Can Read Your Mind

The ultimate courtesan or gigolo, a doppelganger's *detect thoughts* and change shape abilities enable it to fulfill its partner's every wish.

Still, doppelgangers are curiously devoid of most of the positive emotional traits common to other humanoids, including passion and love. For them, sex is only a tool, used to get what they want and to keep the species intact. Despite this lack of internal emotion, doppelgangers are perfectly capable of mimicking such behavior in order to fool others. A doppelganger may become a staggeringly good physical lover, by reading its partner's mind in order to find out what is most desired, but there will always be an emotional distance, especially if the doppelganger's true nature is revealed.

Doppelganger Pregnancy and Childbirth

Despite their ability to turn into almost any humanoid shape, doppelgangers may only become pregnant with another of their kind-there is a 0% chance that a doppelganger will get pregnant or make another humanoid pregnant.

Mating is one of the few times that a doppelganger maintains its true form, with the two alien-looking beings embracing in a bizarre coupling that looks like the mating ritual of two snakes. Unlike other humanoids, a doppelganger gets pregnant through a form of osmosis, in which the couple exchanges vital fluids through the skin. Both doppelgangers become pregnant during this exchange.

The actual pregnancy is just as bizarre. The pregnant "female" grows the child in its torso, just as another humanoid would. However, instead of giving birth through a vagina, the child separates from the mother after 9 months in a manner similar to an amoeba splitting. The newborn doppelganger grows quickly, achieving maturity in only five years. It is capable of shapeshifting a mere month after birth, but lacking experience, tends to appear as a miniaturized version of its "mother" during that time. The young doppelganger is unceremoniously abandoned after 6 months, left to fend for itself.

There have been no known instances of a doppelganger giving multiple births.

Dryads

Love from Afar

These elusive tree-bonded creatures tend toward shyness. They often love one or two other creatures deeply and passionately, but usually from afar. On those rare occasions when the beloved learned of the dryad's affections and returned them, only sadness ensued.

A mere humanoid can never return a dryad's love in the same measure with which it is given. When a dryad falls in love, she

House of a Thousand Pleasures

This brothel in the metropolis of Quintari serves a varied clientele of many species, proclivities, and attitudes. It is said that no one has left the House of a Thousand Pleasures unfulfilled.

Part of the brothel's success lies in its staff, which includes talent of every variety and several doppelgangers.

A host or hostess who solicits a full description of the customer's desires greets a client coming to the pleasure house for the first time. The client is then shown to a room. Its furnishing are suitable to the customer's preferences, perhaps fragrant with incense and softly lit with candles, a scattering of pillows, a wide bed, a hard chair, or simply manacles attached to a spare wooden frame. A moment or two later, a knock on the door heralds the entry of the woman or man of the customer's dreams. The courtesan sometimes differs from the client's verbal description given to the host, but is always what the customer really wanted. It's very much like the host read the client's mind.

commits herself to an obsessive, possessive emotion-an all-consuming passion that is totally beyond human understanding. Nothing alive can return their love with the same depth of passion.

Dryad Pregnancy and Childbirth

As there are no male dryads, these achingly beautiful beings must seek out other species in order to reproduce. They typically mate with other fey, but due to their unique physiology, the resulting child has a 50% chance of being another dryad or the same race as the other fey (such as a satyr). However, if a dryad mates with a nonfey, the result is a half-breed. Dryads are notable for having remarkably short gestation times-a mere three months. The dryad is almost completely helpless during this time, and retreats to the safety of her tree, although she must emerge from it for the actual birth. The surrounding trees of a dryad glen often come fully into leaf (or produce fruit) during a dryad's pregnancy, regardless of the season----scholars have failed to fully explain why this occurs.

Felids

Pleasure is sex, sex is pleasure

Felids are exotic, arousing beings that most other creatures find sexually appealing. Felids live for pleasure of all kinds, and consider sex an important part of existence. Like cats, felids are capricious beings that can switch between emotions in a heartbeat, which can be alarming to the unprepared. As a "templated" creature, felids retain many of the personality traits common to the other side of their lineage, but are much more sexually active and playful. They enjoy teasing as foreplay, and can gain just as much joy in watching potential partners get flustered with anticipation.

Having no true society of their own, felids tend to push the social limits of whatever group they reside with. Felids have no particular sexual preference, although most dabble in both genders just to try it out. They find the concept of having sex with other humanoid species intriguing, which most creatures are happy to oblige. Felids reach sexual maturity three years early than their base creature type, which may or may not cause problems within their host society.

Felid Pregnancy and Childbirth

Felids have the same pregnancy rate, difficulty of pregnancy, and chance of multiple births as their base creature type. Like felines, however, felids prefer giving birth alone, carrying for their newborn in privacy for many months before allowing others to come near. Felid mothers are among the most protective around and will fight to the death to keep their child from coming to harm.

Giants

The Bigger the Better

Giants include brutish trolls who disregard emotions and enjoy sex accompanied by blood and pain. Ettins and ogres tend to have simple physical relationships. Ogre mages often possess a sadomasochistic streak and keep a posse of regular ogres around to indulge their whims.

Other giants tend to share their emotions and bodies only with other giants of their kind. Their emotional and love customs manifest in ways typical for the societies they've created.

Giant Pregnancy and Childbirth

Other than a longer period of gestation, pregnancy and birth among giants is similar to that of humans. Overall, the smaller giants-hill, stone, and frost-are more prolific than their larger cousins. A pregnant female is active up to the last third period of the pregnancy, before relying on the rest of the community to care for her. The birth of a cloud or storm giant is usually preceded by strange weather patterns, brought on by the mother and concerned clan. Strange, swirling mists fill the surrounding landscape during the birth of a baby cloud giant, while terrific squalls highlighted with violent lightning occur during the birth of a storm giant. The cries of a giant mother giving birth can be heard for miles—chilling anyone with the misfortune of hearing it. Multiple births are far more common among the smaller giants and not given much attention, while the larger giants rejoice at twins or triplets.

Giantborn

Giantborn never quite seem to fit, both socially and, often, physically. Less intelligent and often uglier than their nongiant parent, most giantborn are abandoned to their own fate. Some adapt to life well on their own while others find it difficult to become accepted. Because of their ability to change size, giantborn are slightly more accepted in giant communities, although they are still considered inferior, "smaller" beings. Among other humanoids, giantborn are both unusual and suspect, as most people expect them to go on a rampage when angered. Giantborn are simple, but robust lovers who prefer marathon sexual bouts to the subtleties of sexual innuendo, courting, and foreplay.

Giantborn Pregnancy and Childbirth

Giantborn have the same pregnancy rate and chance of multiple births as their base creature type. Due to their powerful builds and natural fortitude, most giantborn mothers have little difficulty with pregnancy or childbirth.

Gnolls

The Pack Endures

Gnoll packs are matriarchal and follow similar mating habits as hyenas, with stronger, tougher females dominating the slightly weaker males. Gnolls undergo periods of heat, at which time all activity ceases except for mating. The actual act of sex is loud and violent.

Gnoll Pregnancy and Childbirth

Gnolls have short gestation periods and produce litters of young. Pregnant females are active up to the last month of pregnancy, spending most of their time before then hoarding a stockpile of meat for their brood to feast on after they are weaned from the teat. Despite their evil nature, male gnolls are extremely protective of their packs and defend pregnant mothers and their young with their lives. Multiple births are the norm, with most pregnancies resulting in litters of four to six young. One or more of these babies die after the first month, usually due to the predations of their larger, more aggressive siblings. Single births are viewed with awe and suspicion by the rest of the pack-these individuals are pushed to the outskirts of gnoll society, but are often the source of clerics, acolytes, and other elevated, and feared, members of society.

Goblinoids

Love Begets

Goblinoids are promiscuous, tending toward the heterosexual and homospecies. They're incredibly fertile and copulation most often leads to pregnancy. Despite this, they tend to have cultural taboos against birth control. Children are a gift from and tribute to Vershnat. While procreation is important to goblinoids, parentage means little among them and they raise their children in communal crèches in their warrens.

Goblin Pregnancy and Childbirth

Goblins are one of the most prolific humanoid races, with short gestation times. Pregnant females are active up to the last month of pregnancy, at which point they rarely leave the safety of the warren. Although not noted for kindness, goblin communities instinctively protect pregnant mothers with a remarkable ferocity. Sadly, this protective streak ends shortly after birth–only one in three goblin children survive their first year, owing to the violent, dangerous nature of the warren. Multiple births are extremely common, with twins being the norm–four or five children are not unheard of. Goblin females may become pregnant again within only a month from their last pregnancy.

Hobgoblin Pregnancy and Childbirth

Like other goblinoids, hobgoblins are a fecund species that produce large numbers of young in relatively short periods. Unlike goblins, hobgoblins are more concerned with the safety of their young, protecting pregnant mothers and infants with single-minded determination. Pregnant females are physically active until the last month of the term, and are expected to maintain their duties within the horde up until that moment. Females have a higher status among hobgoblins than other goblinoids, and only the largest, healthiest individuals are allowed to breed. Small or weak infants are quickly disposed of, viewed as a burden to the rest of the horde. Multiple births are the norm, with most births resulting in twins or triplets. A hobgoblin mother may conceive again after two months.

Bugbear Pregnancy and Childbirth

Unlike the other goblinoids, bugbears undergo a period of heat, lasting up to three months per year. Females take on many mates, chosen for the strength and status within the clan. Pregnant females are active up to the final two weeks of pregnancy, before deferring to the assistance and protection given by the other females of the clan–males are strictly forbidden from entering the bugbear crèches during this time. Naturally tough, bugbear females can handle all but the most trying pregnancies with ease and are ready to mate again only a few weeks afterward. Bugbears commonly give birth to multiple young, with a slightly higher survival rate among newborns than other goblinoids. However, considering their dangerous lifestyle, most bugbear children die from violence, disease, or neglect after only two years.

Kobolds

Only With My Own Kind

Kobolds epitomize homospecies sexuality. They loathe most other races and dislike socializing with them. The thought of mating with one fills the typical kobold with revulsion.

Interestingly, their dislike of other species does not translate into an appreciation of their own. Love is a foreign concept to them. Even with each other, kobolds tend to be sadistic and cruel. The act of sex turns into a quest for dominance where the dominants humiliate their lessers.

Kobold Pregnancy and Childbirth

Akin to other reptiles, kobolds lay clutches of eggs. Kobolds mate often, with many different partners, and the entire concept of monogamy (at least among a particular clan) is completely alien. A pregnant female is completely active up to the last three weeks of pregnancy, at which point, she is almost completely helpless. She carries her eggs for 6 months, before laying 4 to 8 eggs in a cool, dark place that is kept hidden from creatures looking for a meal. Three quarters of the eggs hatch, and most young have a surprisingly high survival rate for their first year, thus contributing to the staggering population of this fecund species.

Lizardfolk

It is Now Time to Mate

Lizardfolk are fertile during specific times of the year (typically the hottest part of summer) and show no interest in sexual relations outside that time. These mating times are frantic affairs, as males do their best to show their prowess to the coveted females-mock battles, dancing, and eerie rituals occur during this season. Despite this, sex among lizardfolk is noted for its complete lack of passion-sex is utilitarian and necessary.

Lizardfolk Pregnancy and Childbirth

As befitting their name, lizardfolk have similar pregnancies as reptiles. They mate once every few years, before laying clutches of 6 to 12 eggs, kept in a warm, dry space, such as a cave or grotto. Typically, a third of these eggs never hatch, providing food for those young who do survive. Pregnant females are completely active up until the time that they must lay their eggs-a process that can take several days. Once hatched, the mother tends to her young for a year, providing them first with predigested meat, then with live animals, as they grow to a size at which they can fend for themselves. Lizardfolk practice infanticide with a reptilelike coldness, killing off runts and young that show signs of physical weakness. The corpses are then left for the remaining brood to feed on.

Merfolk and Tritons

Until the Next Moon

Merfolk form deep, but brief emotional attachments. On the first night of the full moon, a merfolk chooses someone with whom to share their body until the next full moon. Sometimes it's someone with whom they've shared before. Often it's someone new. Occasionally, it's a shipboard sailor.

Merfolk prefer to have sex in a body of water large enough to have a tide. The pulse and swell of the waves is like having another, greater being, joining in and blessing their lovemaking.

Merfolk and Triton Pregnancy and Childbirth

Despite their half-fish physiology, merfolk and tritons give birth to live, warm-blooded young. Pregnant mothers are physically active up to the last few weeks of their pregnancy, finding a secluded coral shoal in which to give birth—schools of dolphins are asked to stick close, providing protection against sharks and dangerous beings, such as locathath and sahuagin. Merfolk and triton babies are able to swim mere minutes after their birth. Multiple births are uncommon and regarded with some suspicion and concern by the rest of the community.

Minotaurs

Strong like Bull

These monstrous humanoids are quite animalistic in their mating rituals. Males challenge each other for dominance and the right to breed with a female. Generally, this means single combat, often with charges leading to head butting and gore attacks. They fight until one yields. Female minotaurs find this combat for the honor of having sex with them very stimulating. The longer the battle lasts, the more aroused the female becomes. The victor then mounts the female from behind while she licks and sooths the losers with her tongue. This whole mating ritual forms a bond among the minotaurs and they keep company together until the female bears a child.

Minotaur Pregnancy and Childbirth

Pregnant females are active up until the last month of their pregnancy, at which time they withdraw to the safety of the cave or lair in order to give birth. Childbirth is painful and the mother frequently bellows loudly the moment that contractions begin. Multiple births are very common, usually resulting in twins, although triplets or quadruplets are not unheard of.

Nymphs

I Know What You Like

Nymphs have a reputation as teases. They enjoy having many humanoids or other fey courting their attention, but they rarely fulfill the desires they build up. If a suitor becomes too forward, the nymph turns on his or her blinding beauty ability to deal with the overeager potential lover.

For those that are actually accepted by a nymph, they are in for the ride of their life. Nymphs are amazing lovers with a good understanding of how to inspire utter passion. Most are drawn to elves, half-elves, and other beings that understand nature-they consider others crude an unattractive. Nymphs refuse to engage in sex anywhere but in woods, pools, and glades of her home. She will refuse to follow a potential lover into a building or even a tent, and will become enraged if he persists. Like many other fey, nymphs find the concept of heterosexuality both amusing and confusing. They will happily have sex with either gender, as long as the potential partner meets her lofty standards of worthiness.

Nymph Pregnancy and Childbirth

As one of the more sexually active fey, nymphs are also more inclined to get pregnant than other fey, if only because they are caught up in the moment and don't care about the consequences. Despite this, most nymphs are rather indifferent mothers, who tolerate the child inside them until they are born and can be abandoned on the side of a lake or given to someone else to care of.

However, in some cases, such as when the father is magically powerful or destined for greatness, the nymph raises the child with smothering attention, teaching it the secrets of its kind and keeping it far from prying eyes.

Nymph pregnancy is something of an enigma. Some pregnancies can last for almost a full year, while others can reach a conclusion in a mere month. Regardless of the time, the child is almost always born healthy and whole.

Childbirth is relatively easy, and almost always done within the confines of the nymph's watery home. Like many other fey, nymphs commonly produce other nymphs or give birth to a child of the same type as the father-later generations may acquire the feykissed template (see *Chapter 6: Gods & Monsters*). Multiple births are on par with humans-these children are usually identical twins of haunting beauty.

Orcs and Ogres

Nasty, Brutish, and Short

Orcs tend to pride themselves on brevity in sex. The sooner it's over with, the happier they are. Brothels that service orcs usually charge by the minute. Some even hold contests to see how many clients a prostitute can service in a given period of time.

Among their own tribes, sex is intertwined with status, power, and domination. A powerful male will garner the attention of several interested females and will guard his harem with his life. Younger suitors are fought off, driven away, or, more often, killed outright if they challenge an older orc's breeding rights. Every few years, entire tribes of orcs will pick up stakes and move closer to another tribe. Warfare inevitably follows, but so does a replenishing of the gene pool as the victor takes the vanquished females into their harems.

Orcs may interbreed with other goblinoids, although they have a drastically reduced chance of producing viable offspring. Some orc tribes rape with impunity among the civilizations they conquer, regardless of the race.

Orc Pregnancy and Childbirth

While not as prolific as goblins, orcs are known for reproducing at a terrifying rate. Orc pregnancies are short, brutal, and messy, resulting in the death of the female more often than any other race. This does not concern orcs all that much, who see the process as the natural weeding out of weak blood. To compensate for this, there is a slightly higher percentage of females born each pregnancy, which keeps most hordes at an equilibrium. Pregnant females are completely active up to the last two months of the term (no penalty during the second trimester-see *Chapter 2: Rules, Skills, & Feats* for more information on the effects of pregnancy on a mother), before turning to the rest of the harem to keep them fed and protected. Multiples births are relatively common, though fraternal twins are almost unheard of.

Ogre Pregnancy and Childbirth

While ogres can reproduce at any time, most females who show sexual interest exude a powerful musk that can be detected by male ogres almost a league away. Dominant males have to contend with younger suitors who wish to claim an ogre harem for their own-the death rate can be staggering, but works to keep an equilibrium within the race.

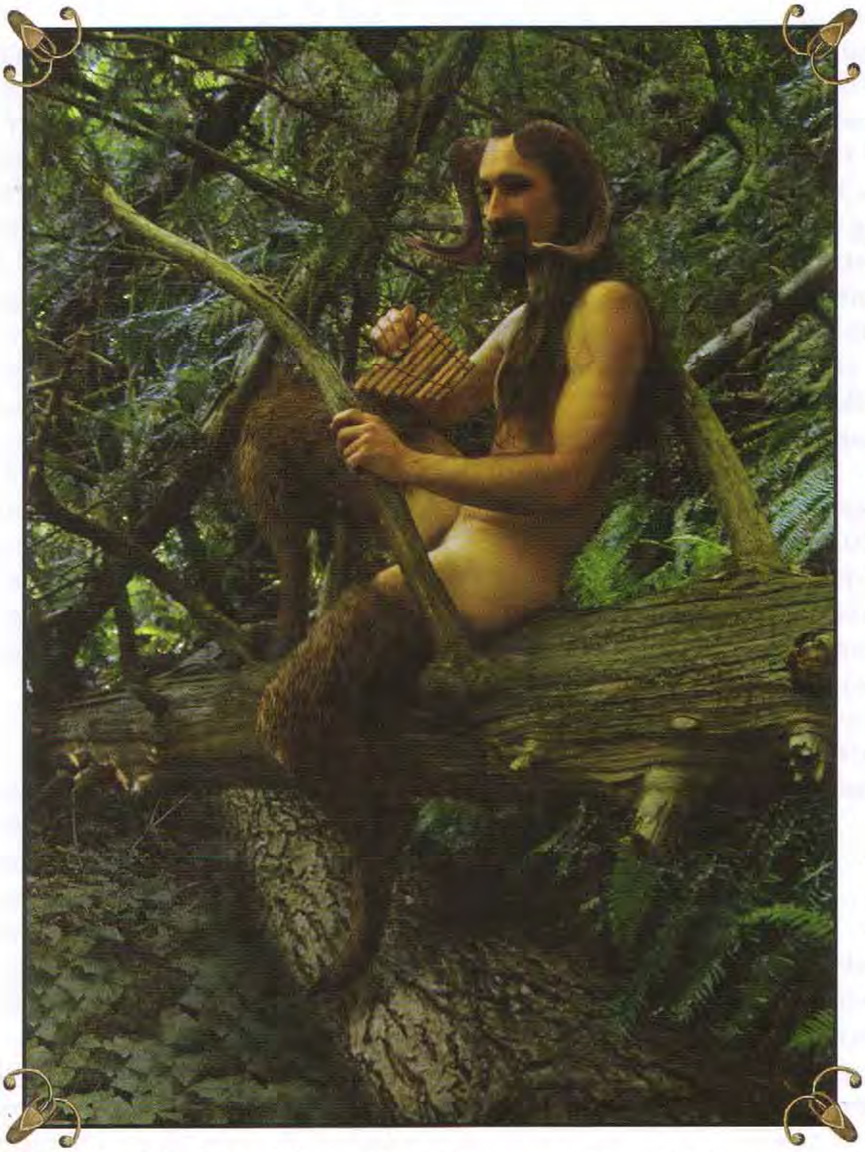
Considering their bulk, it's difficult to tell when an ogre female is pregnant, and they are active until the last week of pregnancy (ignore the -2 penalty to Strength-see Pregnancy and Childbirth above). Actual childbirth is painful-the screams and moans of the mother can be heard many miles away. Though dimwitted, males know to protect pregnant females and can become vicious if intruders enter their territory during this time. Multiple births are common among ogres.

Satyrs

How About Now?

Satyrs embody randiness. They live in the moment without cares, responsibilities, or commitments. They're always horny and never turn down an opportunity to have sex. If a humanoid is rumored to be unattainable, a satyr becomes obsessed with the challenge of bedding the person.

Satyrs are bold, rough lovers that enjoy wrestling, scratching, biting, and spanking.



They tend to forget that not all beings are as hardy as they are and may end of bruising and scarring their lover, both physically and mentally. Those that can tolerate such vigorous acts will find satyrs to be phenomenal lovers.

More so than other fey, satyrs fall easily for beauty, and may hound an attractive being for weeks. They have short tempers, however, and may eventually become frustrated, and thus enraged, when their advances go unfulfilled.

Satyr Pregnancy and Childbirth

While most believe that there are only males of the species, there are females, though they are extremely rare, as well as shy. Most satyrs come into being after sex between a satyr and another fey, typically a dryad or sprite. However, female satyrs are unlike other fey in that almost every pregnancy results in another satyr. Pregnant females are active up to the moment of labor-most maintain their hedonistic lifestyle up to that point, thanks to their remarkable hardiness. Still, the actual childbirth is long and painful. Often ignored by the cavorting males during this time (who spend most of their time drinking and boasting of their sexual prowess), pregnant satyrs seek other fey, centaurs, elves, or gnomes to help them with the birth. Multiple births almost never happen, but oddly, are almost always identical female twins.

Serpentines

Look into my eyes... deeper...

Serpentines are incredibly sexy beings that exude mysteriousness and sexual innuendo. They enjoy sex, but lack the playfulness and intimate bonding common to purely mammalian creatures. For serpentines, sex is both an act of power over others and a way to reinforce their own lofty self-opinion. Most serpentines have an unusual kink or two, while some are driven by a deep fetish (see Kinks and Fetishes, *Chapter 2: Rules, Skills, & Feats*). Serpentines enjoy having servants, sycophants, and hangers-on and while they lack a cohesive society, view other serpentines based on the number of servants they have under their thrall. Most use seduction and the promise of sex as a way to control underlings.

Serpentine Pregnancy and Childbirth

Despite the infusion of reptilian blood, serpentines have live births. Serpentines have the same pregnancy rate, difficulty of pregnancy, and chance of multiple births as their base creature type. On the whole, they are uncaring mothers that often abandon their young as soon as they are capable of being on their own.

Sprites

Will I Love You until Dawn? How Dare You Ask Me for a Serious Commitment!

For most sprites, love is like morning dew: sweet and fresh, but evaporating quickly. They enjoy the heady exhilaration of being in love and the rending despair of falling out of love or being abandoned. It's all good.

Sex fits their lighthearted approach to life. The more intense the emotional and sexual experience, the better. Sprite unions are common, with the newlyweds committing to their undying love until the next new moon.

Sprite Pregnancy and Childbirth

As fey, the three primary forms of sprites-grigs, nixies, and pixies-are known for their sexual dalliances and flirtatious nature. While their sexual preference tends toward their own kind, they have been known to charm (through magical means or not) passersby and sample their bodies. Sprites treat pregnancies with curiosity rather than concern, anxiety, or joy. They contemplate the strange new being growing inside them with the same interest as they would sampling a new fruit or meeting with a stranger. However, being creatures of emotion, a sprite mother typically takes on personality traits similar to that of the father. For example, a sprite carrying a half-orc child is prone to violent outbursts and surly attitude, while those who mate with elves are known for an amazingly peaceful demeanor. The actual birth is relatively quick and painless. However, the fate of the child is up to the whim of the mother. Some nurture the child with doting attention while others abandon the child to her fate. Multiple births are relatively rare, and these children are known for being even more odd, capricious, and curious than others of their kind.

Other Creature Types

This last category covers creatures whose physiognomy is more variant from a human than similar. In addition, it covers creatures whose ability to animate comes from a widely variant source than humans (such as constructs or undead).

Aberrations

Partner or Prey?

Love doesn't much enter into an aberration's worldview. You are either something to eat or something to fuck; little else attracts their attention. They eat when they're hungry and have sex when they're horny. Biological urges ensure the continuation of their species, but little worthwhile can be said about aberrations and sex.

Even intelligent aberrations that form societies, such as aboleths or cloakers, don't experience the surging emotions of love or the creativity for enjoyable sex.

Animals

Love is Interspecies, Sex is Biological

Animals love. They display affection to each other and to other species with whom they interact in positive ways. Domesticated animals tend to be caring toward the domesticating species.

Druids have spoken with animals that deeply care about the emotions and physical well being of the humanoids with whom they live. Some animals mourn the death of a mate or even another household companion.

The biological drive to reproduce manifests in sex. Almost all female animals go through brief, cyclical periods of heat when they strive to find males of their species with whom to copulate. The females emit a combination of pheromones that incite the males to mount them.

Constructs

Love? I Don't Understand

Nonintelligent constructs naturally have no feelings, but even intelligent constructs lack emotion for love and sensory responses to enjoy sex. Copulating with an unintelligent construct is merely a form of assisted masturbation. Intelligent constructs offer no additional emotional benefits.

However, there is one type of construct, the pleasure golem, that is designed specifically for engaging in sex. See Chapter 6: *Gods & Monsters* for more information on this creature.

Dragons

I Wonder What It Would be Like to . . .

Curiosity drives dragons to experiment sexually. The half-dragon template from Core Rulebook III can be applied to any corporeal creature. This demonstrates that dragons aren't selective regarding species. They're promiscuous. They enjoy sex both for the act and for the interesting crossbred results. Good dragons seek willing partners. Evil dragons sometimes wish to play with their food or even create new delicacies.

Dragon Pregnancy and Childbirth

Dragons have varying gestation time, depending on the particular color. Dragons lay clutches of between 4 and 12 eggs. Females are very active until the moment in which they lay their eggs (suffering no penalties, regardless of "trimester"-see Pregnancy and Childbirth in Chapter 2: *Rules, Skills, & Feats*) Scholars have noted that pregnant females undergo a more intense version of the natural hoarding, gathering anything that can be of value for the protection of her young.

Dragons are unique in that their eggs require specific environments in order to survive-for instance, red dragon eggs must be placed in abysmal heat, while white dragon eggs can only hatch in extreme cold. Nondragon mothers that mate with dragons find that they are drawn to similar environments that a true dragon would desire. For example, a mother carrying a half-brass dragon child will be drawn to the sea and may spend many hours soaking in the surf, while a mother expecting a half-blue dragon child may crave dry, arid conditions. Unlike true dragons, nondragon mothers rarely give birth to multiple young.

Elementals

More than one becomes one and more

Elementals don't have sex, per se. Nor do they become pregnant. By happenstance or design, Huge elementals advanced beyond their basic 16 Hit Dice occasionally merge with each other. Sometimes this leads to parts of one or more breaking off together and forming a Small elemental.

In rare instances, an elemental merges with another creature, creating a half-elemental.

Elementals enjoy little. They're much more sensitive to their environment and how well it suits their type. Emotional attachments are also foreign to an elemental's nature.

Oozes

One Ooze, Idiot damages Ooze, Two Oozes

Oozes usually lack intelligence and volition. It reproduces by growing and splitting into two when it reaches its maximum size. Some species split into multiple creatures when injured. Not much else to say.

Outsiders

The multiverse is a many splendored place

The outsider creature type includes every imaginable variation of love and sex. Celestials epitomize honor and virtue in their relationships, almost always having sex only as a manifestation of deep love, respect, and commitment. At the other end of the spectrum, demons have sex with whoever or whatever they can with no considerations of love, respect, or commitment. Most of the planar beings fall in between the two extremes.

Celestial Pregnancy and Childbirth

On their plane of origin, celestials do not breed as normal-they simply come into existence by the will of their deity or from the magical energy of the plane. However, by taking a physical form on Material Plane, they sometimes mate with mortal beings, lending some of their essence to create a child. The end result is, obviously, a half-celestial. Pregnancies with half-celestial children are noted for their ease and relative lack of pain for the mother-as long as the mother is of good alignment. In the extremely rare instances where the mother is not good, childbirth is much more difficult, sometimes resulting in the death of both the mother and child. A celestial that takes a female form in order to carry a child has pregnancies lasting a number of months equal to its Hit Dice.

Fiendish Pregnancy and Childbirth

Like celestials, fiends do not breed as normal on their plane of origin. On the material plane, however, certain fiends delight (indeed, specialize in) mating with mortals for the sole purpose of creating a twisted child filled with evil. In opposition to celestial pregnancies, pregnancies with fiendish children are extremely painful and difficult, often resulting in the death, or serious injury, of the mother. Unless the child is destined in some vile scheme, fiends could care less about the welfare of both the mother and child after their act of copulation-though some watch from a distance to watch with delight at the horror and torment that inevitably results. A mother that gives birth to a half-fiend child is usually rendered sterile during the process (90% chance). Multiple births are extremely rare, as the dominant fetus quickly absorbs the weaker one early on. If the birth of a half-fiend is considered a horribly unlucky portent, twins are far, far worse. A fiend that take a female form in order to carry a child has pregnancies lasting a number of months equal to its Hit Dice.

The information described above also pertains to the new fiendish templates in Chapter 6: *Gods & Monsters*—demonbred, devilblooded, half-demon, and half-devil.

Plants

Sex and love? Ah, bees and sunshine

Plants are asexual. They have no need for love or sex.

Undead

"So, you've battled a lot of undead. Do you think they ever have sex?"

- Chevel, Bard

"What they do in the privacy of their own crypts is their own business."

- Valeria, Paladin

Undead fall into two classifications: nonsentient and sentient.

Nonsentient

Simply put-Necrophilia.

Most societies regard sex with unintelligent undead as a taboo. Necrophilia of this sort amounts to little more than masturbation with rotten meat or bones. It appeals to few individuals, even among the most depraved.

Sentient

Silent-No breath, no heartbeat, just desire.

Sex with intelligent undead is called intellective necrophilia. Interestingly, while intelligent undead can have consensual sex, many don't have any inclination to do so. Mummies, ghasts, and ghouls, for example, almost never display an interest in sex with either the living or with other undead. Perhaps that's just as well, since they tend to be ugly and unappealing.

In sharp contrast are vampires. These have a well-deserved reputation for sexiness and sensuality. They often enjoy seeking out living lovers, attracted by the sensuality of warm flesh. Vivriarn, a human wizard who became the consort to the vampire named Duskgleam, wrote that sex with a vampire was like "ice covered in thick velvet."

Ghosts also often yearn for the touch of a lover. Their incorporeal state presents challenges that many have found ingenious ways of overcoming.

Liches sometimes use sex for power through feats such as Kundalini. Many have spellcasting ability that includes spells with the Sexual descriptor. More than one has been known to use spells such as *fiendish seed* to create a child they later raised to become a blackguard or other epitome of evil.

Can undead have children?

In general, the answer is no. However, undead who are careful planners can preserve their bodies sufficiently to maintain reproductive capabilities. A simple *gentle repose* spell can keep an undead's body viable for insemination or childbearing. However, the reproductive system is a delicate thing. If the body, once dead or undead, is not preserved for merely an hour, all ability to create children is lost and can only be restored through a *miracle* or a *wish*. Once restored, the body still needs to be preserved by magic such as *gentle repose*. Savvy, would-be undead often purchase a shirt of *gentle repose**.

* New item in this book.

Vermin

The hive must grow.

As mindless creatures, vermin have sex solely for the purpose of procreation. Insectlike vermin typically have a large, immobile queen with numerous smaller drones whose only reason for existence in life is mating with her.

This chapter presents new and variant rules that deal with the topic of sex. Some of these rules may not be suitable for your particular campaign. Remember to ask your DM which rules are acceptable in your game.

Rules? For Sex?

You may ask yourself why the *Book of Erotic Fantasy* includes rules for sex. Remember that the rules presented here are optional, and are tailored to specific instances in which a die roll will make an impact on how the game progresses. For example, many of the feats provided here require a Perform (sexual techniques) check to see if a bonus is granted to the character. This bonus has an impact on the mechanics of the game, and thus a die roll is required.

Just as there are stretches of a game that do not involve any die-rolling, so to are there times when characters will engage in sex without having to roll dice. If you feel that making a character roll to see how "well" they perform, feel free to do so. Otherwise, ignore it and let the natural course of roleplaying and description carry the moment.

Ability Scores

The *Book of Erotic Fantasy* distinguishes between a character's force of personality and charm (Charisma) and their simple physical appearance (Appearance).

Appearance (App)

For Appearance, add a seventh ability score. Determine it as you do other abilities. When creating a new character, roll for seven attributes, instead of six.

If using an ability score array, add an additional score equal to the average of the array (round up) to be assigned as the player wishes. If using a point-buying system, add points equal to a score of 13.

A creature always has an Appearance score. An Appearance score cannot be reduced below 1 for any reason. This includes through ability damage or ability drain. At the DM's discretion, a character can suffer penalties to his Appearance score after a particularly horrible accident or misfortune (this choice should be used sparingly however).

Skills: Disguise becomes an Appearance-based skill. Bluff, Gather Information, and Intimidate vary between Appearance and Charisma, depending either upon which attribute the skill uses as a class skill or the precise approach used. This gives players and DMs who wish to personalize characters great leeway.

For instance, an attractive woman could sit around a tavern all night listening to the local toughs try to impress her with gossip (using Appearance for Gather Information) or a charismatic bard might ask around and call in favors to find out about a topic (using Charisma for Gather Information). Generally, a player uses whichever ability score he prefers, though a DM may standardize it for her campaign or rule in each situation.

You apply your character's Appearance score to the following.

- Disguise checks. This skill has Appearance as its key ability.
- Bluff, Gather Information, and Intimidate checks. These skills use either Appearance or Charisma as their key ability.

In addition, certain classes have skills that specifically key off Appearance. For instance, the imagist uses her Appearance modifier instead of her Charisma modifier for her Diplomacy modifier and Leadership score.

Appendix I: Appearance Scores provides ability scores for all open gaming creatures in Core Rulebook I and Core Rulebook III. New creatures and templates introduced in this book have Appearance scores integrated into their statistics.

Average Appearance Scores

Example Creature	Average Appearance	Average Modifier
Gibbering mouther, zombie	1	-5
Ankheg	2-3	-4
Belker, giant fire beetle	4-5	-3
Bugbear	6-7	-2
Orc	8-9	-1
Dwarf	10-11	+0
Giant owl	12-13	+1
Elf, red dragon	14-15	+2
Dryad	16-17	+3
Copper dragon	18-19	+4
Will-o'-wisp	20-21	+5
Succubus	22-23	+6
Nymph	24-25	+7

Appearance and Age

Juvenile creatures tend to have more attractive, softer, rounder features. Nature or the deities has made them cuter and more loveable than their adult form. They receive a +2 bonus on Appearance-related skill checks. This changes once they reach puberty. Sadly, appearance declines further with age.

Age	Appearance
Juvenile	+2
Adult	+0 (loses +2 bonus)
Middle Age	-1
Old	-1
Venerable	-1

Appearance and Species

Creatures tend to be most attracted to members of their own species. Perceptions of other species' Appearance scores are lower.

Characters suffer a -2 penalty on Appearance-based skill checks outside their species or subtype. Exceptions include elves and fey who have universal appeal across all species.

Aberrations: Generally ugly, even to each other, aberrations tend to have Appearance

Appearance and Sexual Organs

By introducing sex into your game, the topic of penis and breast size is bound to come up. Players may want to describe (often in intimate detail) the exact dimensions of their penis, breasts, or other physical features. Considering that players are allowed to describe their character anyway, it's fine to let them add such "details" to their character portfolio.

On the whole, the size of a character's genitals, breasts, or other physical features has no bearing in terms of sexual performance-simply having an enormous cock or breasts does not ensure a fantastic night in bed. Remind players that being endowed in such a way does not give a "bonus." If he wants his character to be good in bed, tell him to purchase ranks in Perform (sexual techniques).

scores ranging from 1 to 5. Exceptions are rare, but include some naga that are beautiful.

Animals: Animals have Appearance scores in the range of 5-12. Dire animals look less appealing than their standard-size counterparts.

Constructs: The beauty of these creatures depends upon the skill with which they were crafted. Their Appearance score depends upon the creator's Craft check.

Only the finest masterpieces have an Appearance score above 17.

Craft Check Result	App
Under 5	1-2
6-9	3-7
10-15	8-9
16-20	10-11
21-25	12-13
26-30	14-15
30 +	16-17

Dragons: Good dragons tend to be more attractive with clean, glistening scales. Evil dragons generally neglect their looks and often smell bad.

Fey: Fey epitomize grace and beauty. They have high Appearance scores starting at 10 and often going higher than 20. In addition, they are universally appealing and do not suffer the interspecies penalty.

Giants: Giants have Appearance scores ranging from 6 to 14. The "lesser" giants, hill, stone, and fire, are generally considered ugly to other beings, while storm and cloud giants are much more attractive.

Humanoids: Humanoids tend to have Appearance scores ranging from 6 to 14. Elves and feykissed are the only humanoids to not suffer the interspecies penalty.

Magical Beasts: Magical beasts can be more glamorous and attractive than animals similar in form. A pegasus or unicorn has an appeal that a regular horse lacks. In contrast, magical beasts can often be substantially less attractive than similarly shaped animals. A chicken far outstrips a cockatrice in looks. A lizard is much prettier than a basilisk. Magical beasts' Appearance scores vary greatly.

Monstrous Humanoids: Monstrous humanoids have Appearance scores ranging from 6 to 10.

Oozes: Oozes have Appearance scores from 1 to 2.

Outsiders: Outsiders' Appearance scores run the gamut of possibilities, since this types includes demons, devils, and angels, among others.

Plants: Plants have scores that range from 3 (hideous) to 12 (rather pretty).

Shapechangers: Being able to change shape is often a benefit and allows for many sexy possibilities. Those with humanoid forms tend to be attractive, often with better than average Appearance scores.

Swarms: A single rat might be rather cute to some. A writhing, pulsing mass of hundreds of rats loses all beauty. Swarms of creatures suffer a -6 penalty to their Appearance score (to a minimum of 1).

Undead: Rotting corpses are not appealing. Decomposing undead have Appearance scores of 1 or 2. In contrast, perfectly preserved, sentient, immortal undead may have an erotic appeal. Vampires tend to be very sexy with Appearance scores in the teens and twenties.

Vermin: Vermin are usually ugly. They have Appearance scores ranging from 1 to 4.

Size and Sex

Sex is most physically comfortable between creatures of the same size category. Much can still be done between creatures of different sizes. A halfling can use fellatio to pleasure an ogre (or vice versa), for example. When creatures of different size categories attempt sexual interaction, each suffers a -4 penalty on all relevant checks (including Perform [sexual techniques] and Sustaining Sex) for each category of difference.

Variant: Spells

When adopting Appearance as an ability score, you may want to use it to determine the DC of Enchantment (charm) spells. Any spell or effect that hides a character's visage in some way, such as invisibility, also negates any bonuses or penalties to skill checks caused by a creature's Appearance score.

Sustaining Sex

Characters who follow a kundalini or tantric philosophy channel sexual energy for spellcasting or self-improvement. Other characters may wish to have prolonged sexual intercourse to express passion, love, or pride.

Sustaining sex over a period of time requires a Constitution-based check from all participants.

Length of Time	DC
20 minutes	10
30 minutes	12
40 minutes	14
50 minutes	16
1 hour	18
2 hours	25
3 hours	30*

*+5 for each additional hour

A large number of synergies can modify this check.

- +2 bonus if you have 5 or more ranks of Perform (sexual techniques).
- +2 bonus for a partner with 5 or more ranks of Perform (sexual techniques). A character can gain this benefit from a maximum of two partners. Additional partners involved in the sexual encounter provide as much distraction as assistance.
- +4 if you have the Endurance feat.

Try Again? The character must rest for 30 minutes before making another check. The DC is one category higher after each sexual encounter in a 24-hour period. A character attempting sustained sex for some benefit, such as the Kundalini feat, gains the benefit of the longest session in which he participated.

Skills

Sex, like any other skill, improves with practice. Here are number of new uses for skills described in Core Rulebook I.

Appraise (Int)

New Use: You can assess a potential sexual partner's stamina and skill. By studying a target for at least 1 minute, you can make some general judgments. The DC is 15 + the target's level and a success reveals the following information:

Stamina Rating	
Incredible:	Constitution 20+ or Endurance and Constitution 15+
Strong:	Constitution 15+ or Endurance and Constitution 10+
Average:	Constitution 10+ or Endurance and Constitution 8+
Poor:	Constitution 9 or less

Target Has Perform (sexual techniques) or sexually focused Profession:

Sexuality Rating	Total Modifier to Perform
Incredible	11+
Strong	6-10
Average	1-5
Poor	0 or less

Bluff (Cha)

New Use: This skill can be used to help connect with a potential sexual partner. A successful check makes the target interested in you sexually. Often it means the target is willing to find a private corner, invite you to her place of residence, or go to yours for sex. It also can make the target believe your interest is deeper than a mere sexual encounter.

The target must be a sexually active individual who is willing and able to copulate. This seductive aspect of the Bluff skill does not force someone to do something outside his or her nature. For instance, those who feel they are in exclusive relationships or have taken a vow of chastity cannot be duped into having sex.

Example Circumstances	Modifier
The target is drunk, fatigued, energy drained, or otherwise impaired	-5
The setting is social and relaxed, such as a pub or a party	+0
The setting is formal	+5

Craft (Int)

In addition to the applications of Craft given in Core Rulebook I, sexually focused crafts include the following.

- Craft (alchemy) includes making aphrodisiacs, cosmetics, massage oils, and lubricating gels.

- Craft (bondage gear) includes making gags, restraints, harnesses, and restrictive wear.
- Craft (scarification artist) includes creating ornamental or ritual scars.
- Craft (sexual items) encompasses creating a variety of sexually oriented playthings such as dildos, massage gloves, harnesses, and stimulation rings.
- Craft (tattoo artist) covers creating ornamental or ritual tattoos and all associated tasks such as mixing tattoo inks.

The following table provides the DC for checks involving the creation of new items described in the *Book of Erotic Fantasy*.

Item	Craft Skill	Craft DC
Birth Shield	Alchemy	12
Desensitizing Rub	Alchemy[1]	20
Dominator's Garb	Bondage gear	15
Health Helper	Alchemy[1]	25
Manacles	Bondage gear	20[2]
Sensitizing Oil	Alchemy[1]	20
Slickery	Alchemy[1]	15
Vershnat's Teats	Alchemy[1]	15

[1] You must be a spellcaster to craft any of these items.

[2] The DC increases by 5 for each size category of difference between the creator and the size of the manacles.

Knowledge (Int; Trained Only)

In addition to the applications of Knowledge given in Core Rulebook I, knowledge of a sexual nature is included in existing subcategories.

- Arcana (sex magic)
- Local (public laws governing sex and private customs including norms and fetishes)
- The Planes (sexual knowledge related to the planes and outsiders)
- Religion (deities' sexual habits and relationships, sexual taboos pertaining to religion)

Perform (Sexual Techniques) (Cha)

Being a capable and interesting lover requires practice, just like any skill. This new category of the Perform skill encompasses an understanding of a wide array of sexual styles and positions. Some people may specialize in seductive, sensual play while others are much more aggressive and rough. Regardless of the actual methods of lovemaking that you know, you combine all your sexual knowledge and ability into one Perform check.

Without this skill, you are not a bad lover, just untrained in the finer, more-subtle aspects of lovemaking. Perform (Sexual Techniques) is a key skill for many of the feats, spells, and abilities for prestige classes in the *Book of Erotic Fantasy*, and characters

Table 2-1: Perform (Sexual Techniques) Result

DC	Performance
10	Routine Performance. If engaging in sex for money, you can earn 1d10 cp/day.
15	Enjoyable Performance. If engaging in sex for money in a prosperous city, you can earn 3d10 sp/day.
20	Great Performance. If engaging in sex for money in a prosperous city, you can earn 3d10 sp/day. You may gain the attention of attractive or powerful people that wish to "try you out." You gain a +1 bonus on Diplomacy checks with that person until the next sexual encounter.
25	Memorable Performance. If engaging in sex for money in a prosperous city, you can earn 1d6 gp/day. In time, you may gain the attention of a patron who craves your sexual ability. You gain a +2 bonus on Diplomacy checks with that person until the next sexual encounter.
30	Extraordinary Performance. If engaging in sex for money in a prosperous city, you can earn 3d6 gp/day. In time, your sexual prowess may garner you the attention of powerful beings, especially those of an erotic nature, such as succubi. You gain a +4 bonus on Diplomacy checks with that person until the next sexual encounter.

without this skill in a game that embraces sexuality may find themselves frustrated to a certain degree.

Although having a high Appearance score helps in getting someone into bed with you, you may not use your Appearance modifier for Perform (Sexual Techniques) checks (see Appearance above)-your Charisma represents your natural self-assurance, charm, and empathy toward your lover.

You cannot use this skill when you would not be able to take 10, such as when you are threatened or distracted. In addition, if you have chosen to take a fetish and do not have access to it, you suffer a -4 penalty or automatically fail (DM's discretion). On the other hand, if you have access to the fetish you gain a bonus of +4.

Any results from a Perform (Sexual Techniques) check last for 24 hours or until your next sexual encounter with that person.

Check: You can impress your partner with your sexual prowess and your attention to their feelings, likes, and kinks.

Profession (Wis)

The following professions are practiced by both males and females and include heterosexual and homosexual activity. The precise repertoire of a given individual varies with the person's interests, cultural heritage, and social norms.

- Courtesan (one skilled in conversation, pleasant company, and subtle sexual innuendo)
- Masseuse (one who knows the body and how to touch it)
- Master (one trained in the art of bondage, sadomasochism, and sexual domination)
- Midwife (someone trained in assisting mothers with giving birth)
- Piercer (one who knows how to safely pierce the body with jewelry and other adornments)
- Prostitute (one who sells sexual favors)
- Purveyor (one who unites buyers of sexual favors with prostitutes)
- Scarification Artist (one trained in the art of safely scarring the skin as adornment)
- Tattoo artist (one who knows how to tattoo the skin using needles and ink)

Sense Motive (Cha)

New Uses: This skill can be used to discover if a person is being faithful to her chosen union. Alternatively, Sense Motive can also be used to determine another person's sexual orientation, especially if she is trying to hide it.

Relationship*	DC Modifier
Stranger	-15
Acquaintance	-10
Follower/Servant	-5
Party Member	+0
Blood relative	+5
Cohort	+5
Sexual Partner	+10
Committed Lover	+15

*If the target falls into multiple relationship categories, use the most favorable.

Sexually Transmitted Diseases

In the dirty, dangerous worlds of most fantasy settings, disease sometimes rears its ugly head. In most campaigns, diseases are the result of foul creatures, vile magic, or, at least, unsanitary living conditions that breed bacteria and viruses. Sexually transmitted diseases are actually some of the most common forms of disease in any world-as people engage in sexual contact, they also expose themselves to infection from their partner. Most sexually transmitted diseases cause little actual damage, but if left untreated, can have long-term negative effects. If unchecked, STDs can decimate a population in short order, both from the disease itself and the fear of engaging in sex, which can reduce a community's population as fewer and fewer children are produced.

In most cases, sexually transmitted diseases can be acquired only through contact with an infected person's semen, blood, or vaginal secretions. Utilizing a prophylactic reduces the save DC to acquire the disease (see Chapter 5: *Items* for more details.) Certain diseases, such as kisser's curse, are acquired through saliva only-sexual protection does not help.

Sexually transmitted diseases are all the more insidious in that they have longer incubation times that most diseases, meaning that the victim may not even be aware that he is

Table 2-2: Sexually Transmitted Diseases

STD	Infection	Fort DC	Incubation	Damage
Asteral's Doom	Sexual	18	6 months	1d8 Str, 3d6 Con[1]
Azure Balls	Sexual	16	1 day	1d3 Dex, 1d3 Dex
Black Withering	Sexual	20	1 week	1d8 Con[1,2], 1d8 Wis[1,2]
Burning Release	Sexual	12	1 week	1d3 Dex
Crimson Welts	Sexual	13	1 month	1d2 Dex, 1d2 Cha
Crotch Plague	Sexual	14	1d4 days	1d2 Con[2]
Engorgement	Sexual	14	1d4 days	Special
Fever Touch	Sexual	14	1 month	1d2 Con, 1d2 Int[3]
Ghoul Fever	Injury, sexual	12	1 day	1d3 Con, 1d3 Dex
Hairy Brute	Sexual	13	1d3 days	1d2 App
Kisser's Curse	Sexual	12	1d3 days	1d3 Dex
Lover's Lice	Sexual	12	1 day	1d3 Dex
Lycanthropy	Injury, Sexual	15	Special	-
Mummy Rot	Contact, sexual	16	1 minute	1d6 Con, 1d6 Cha
Vampirism	Injury, Sexual	20	1d4 days	2d4 Con
Whore's Delight	Sexual	15	1 day	1 Str, special

[1] When damaged, character must succeed on another saving throw or 1 point of damage is a permanent drain instead.
[2] If the character fails twice, he is rendered permanently sterile.
[3] Each time the victim takes 2 or more points of damage from the disease, he must make another Fortitude save or be permanently blind.

carrying the disease for weeks or months after infection. In his ignorance, a victim might unwittingly spread the disease with many others during this time in which symptoms have not yet manifested.

Social Consequences

A character who has a sexually transmitted disease must also deal with negative social consequences that come with the affliction as well. Even more than regular diseases, STDs are thought to be far more "dirty," especially in areas that have conservative views about sexual activity. A person that is known to carry an STD can be shunned, avoided, ridiculed, or even imprisoned or exiled.

In general, a character with a sexually transmitted disease has a -2 penalty on Diplomacy checks in any situation in which it is known that the character carries it. This penalty can increase to -4 in sexual situations where the other person becomes aware of the disease (such as during a seduction attempt). At the DM's discretion, this penalty may persist, even after the character has been cured of the disease, simulating the general discrimination that most societies have toward these sorts of afflictions. Some diseases, such as kisser's curse and lovers lice (described below), are much more common and "acceptable," thus reducing the penalty on Diplomacy checks to -1.

Types of Sexually Transmitted Diseases

Described here is a list of sample sexually transmitted diseases. Some are modeled after diseases found in the real world and some are new, with a few that are magical in nature, making their cure all that more difficult. Any disease transmittable through contact, such as mummy rot is also sexually transmittable.

Asteral's Doom: A horrible disease that wastes the body, named after it's first victim.

Azure Balls: This disease curiously only affects males, though females act as carriers. It causes intense throbbing pain in the testicles and penis of the subject, which darken to an unhealthy shade of blue/black.

Black Withering: A magically resistant disease (with SR 12 against *cure* or *remove disease* spells). It causes genitalia to blacken, rot, and finally, fall off.

Burning Release: This causes extremely painful urination, high fever, and hallucinations. If the second save is failed and the disease goes untreated for 3 months, there is a 50% chance that the victim suffers permanent insanity (as the spell).

Crimson Welts: This causes sores on the genitals and mouth. This disease may be cured only through magical means (such as *remove disease*)—if the victim makes both saves, he is still a carrier, with outbreaks occurring every 1d8 months.

Crotch Plague: This disease leaves painful boils all over genitalia and the lower abdomen. These welts can break and ooze if left untreated, in which case the disease may be transmitted through contact (save DC reduce by 2).

Fever Touch: It causes high fever and eventual blindness.

Ghoul Fever (Su): An afflicted humanoid who dies of ghoul fever rises as a ghoul at midnight the night after perishing. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghoul, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Hairy Brute: This affliction causes coarse hair to spout in uneven clumps all over the sufferer's body.

Kisser's Curse: This relatively mild sexually transmitted disease causes fatigue, fever, and swollen glands.

Lover's Lice: An infestation of Fine parasites that causes severe itching. This is an infestation rather than disease, although the rules are the same. Lover's lice have 50% chance of carrying another disease (requiring a separate check to avoid contracting it.)

Lycanthropy (Su): This disease afflicts only humanoids and giants. The incubation period is until the first night of the next full moon (see Creating a Lycanthrope and Lycanthropy As An Affliction in Core Rulebook III).

Mummy Rot (Su): Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease. An afflicted creature that dies of mummy rot shrivels away into sand and dust that blows away at the first wind.

Vampirism (Su): A humanoid or monstrous humanoid that copulates with a vampire might contract vampirism. If the creature dies from the disease, it returns as a vampire spawn if it had 4 or fewer HD and as a full vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction.

At any given time, a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn instead. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Whore's Delight: This mildly debilitating disease saps the sufferer's Strength and had an odd side effect. It causes his or her genitals to excrete a paralytic poison. Someone having sex with a person suffering from whore's delight must make a DC 15 Fortitude save or be paralyzed for 1d4 hours. This disease earned its name from unscrupulous flesh merchants often use doxies and pretty boys suffering from whore's delight to rob unwary customers.

Fetishes

For the purposes of this book, a fetish is an overwhelming sexual desire for an object, material, or situation, without which, arousal and sexual gratification cannot happen. Without the fetish, the person simply lacks arousal.

A character with a fetish suffers a -4 penalty on Perform (Sexual Techniques) checks when attempting to engage in sex without the fetish. Alternately, you may rule that without the fetish, the character automatically fails at any Perform (Sexual Techniques) check. To lessen the blow, the character ignores the penalty and instead gains a +2 bonus on this check when the fetish is included in the sexual act.

Of course, the character must still convince his partner to go along with the fetish, which may require a separate Diplomacy check for extreme fetishes.

Pregnancy and Childbirth

"Through the mother's womb comes the continuation of the universe. Without her, and without the father to provide the vital seed, there would be . . . nothing. Our own lives are nothing more than a brace, supporting the line of life that stretches back into the past and far into the future. Without our ancestors, we would not be. Without our children, we would cease to exist. We should be grateful and reverent to those who have been and will come to be."

-Grandmother Graital, Cleric of Alilial

Obviously, one of the potential outcomes of sexual activity is pregnancy and the birth of children. For some, the resulting pregnancy is something to be celebrated. For others, it is a worrisome outcome, with questions of responsibility and duty brought into clear focus. Regardless, pregnancy is an issue that must be considered if you wish to bring the aspects of sexuality into your game.

Pregnancy, while natural, is a hard thing on the mother. As her body undergoes the rigor of bringing a child into existence, the mother experiences physical and mental hardships that few males can even begin to understand. With a few exceptions, a pregnant female becomes more helpless as pregnancy moves along, with the final months (or weeks or days, depending on race) being the most difficult. A female far along in term is much more vulnerable to harm—she moves slower, requires more food, and is more dependent on those around her for assistance.

In general, females of the various humanoid species deal with pregnancy in the same way. For the purposes here, divide the gestation time of the mother's race into thirds (rounded up). Consult the table for penalties that the mother suffers during the various stages of pregnancy. It should be noted that some races have more or less severe penalties during the various stages of pregnancy.

Time of Pregnancy	Result
1st "trimester"	-
2nd "trimester"	Movement reduced by one quarter (round down), -2 penalty to Dexterity
3rd "trimester"	Movement reduced by half, -4 penalty to Dexterity, -2 penalty to Strength

Birth Control

Not everyone who engages in sex wants the act to result in pregnancy. Throughout the world, different cultures and races utilize different methods of birth control to reduce the chance of conception. Described below are some of the most common methods of birth control. For more information on birth control devices, see Chapter 5: *Items* for more details.

Pregnancy Check: Roll once for each month during which the character has sex. DMs may prefer to have a check for each encounter from which pregnancy could occur; in this case, use 10% of the given number for each check.

Birth Shield: Birth Shield is an alchemical elixir that is quaffed before sexual intercourse, preventing pregnancy from occurring. It does not protect from sexually transmitted diseases. See Chapter 5: *Items* for more information on alchemical birth control. Birth shield is created using the Craft (alchemy) skill.

Coitus Interruptus: Otherwise known as the "pullout method," this technique involves the male pulling out of the female's vagina before ejaculation. It is the least effective method of birth control, as it is contingent on the male's ability to successfully pull out before ejaculation (which can be difficult in the heat of passion), as well as the fact small amounts of semen are released prior to ejaculation.

Birth Control Method	% Chance to Prevent Conception
Sexual contact without intercourse	100%
Block the seed	100%*
Birth shield	95%
Barriers (cervical cap, condoms, diaphragms, pessaries)	
Superior masterwork	90%
Masterwork	80%
Normal	70%
Rhythm method	20%
Coitus interruptus	10%

* See spell in Chapter 4: *Magic* for more details.

Condoms: Condoms are sheathes that fit over a male's penis, commonly made from sheepskin or other animal part that is both tight fitting and impermeable (to a certain degree). They have the added benefit of reducing the chance of spreading sexually transmitted diseases (see Chapter 5: *Items* for more information). Condoms are created using the Craft (sexual items) skill.

Diaphragms/Cervical Caps: A diaphragm (and cervical cap) is a physical barrier placed in the vagina of a female for the purpose of blocking sperm from entering the cervix, typically crafted from ceramic. An improvised diaphragm is any sort of barrier inserted before sex without having been made by someone with the Craft (sexual items) skill. A masterwork diaphragm is a superior piece of work, made from thin rubber or some other exotic substance that is custom made for the user.

Magical Birth Control: In a world with magic, spells exist that prevent conception from occurring. See the *block the seed* spell described in Chapter 4: *Magic* for an example.

Pessaries: Vaginal suppositories used to kill sperm or block their passage through the cervix. The ingredients include a blend of small amount of animal dung (typically that of a crocodile) used as a base, mixed with honey and natural sodium carbonate. This blend creates a gum, which the body's heat melts, forming a barrier over the female's cervix. Pessaries are created using the Craft (sexual items) skill.

Rhythm Method: The rhythm method is a practice in which the female's menstrual cycle is timed so that sexual intercourse occurs at the time when she is least fertile. The success of the rhythm method is contingent on the couple's understanding of when exactly this time occurs. Obviously, the rhythm method is unprotected sex, thus leaving the couple open to contracting sexually transmitted diseases.

Sexual Contact Without Intercourse: Conception can only occur if the male's sperm enters through female's cervix. If vaginal intercourse is avoided, then there is no chance of pregnancy occurring. This includes oral sex, anal sex, cunnilingus, fellatio, and hundreds of other sexual techniques that still allow the couple to enjoy themselves thoroughly.

Table 2-3: Species Conception and Pregnancy

Creature	% Chance of Conception	Gestation
Bugbears	80%**	7 months
Celestial	100%*	1 month per HD
Centaur	60%**	10 months
Dragon	80%	Varies
Dryad	100%*	3 months
Dwarf	10%	12 months
Elf	5%	24 months
Fiend	100%*	1 month per HD
Giant, Cloud	10%	18 months
Giant, Fire	15%	13 months
Giant, Frost	15%	12 months
Giant, Hill	20%	11 months
Giant, Stone	20%	12 months
Giant, Storm	5%	24 months
Gnoll	30%**	6 months
Gnome	15%	13 months
Goblin	50%	4 months
Halfling	20%	9 months
Hobgoblins	40%	7 months
Human	20%	9 months
Kobold	50%	4 months
Lizard Folk	75%**	6 months
Merfolk/Triton	20%	9 months
Minotaur	30%**	12 months
Nymph	100%*	1d12 months
Ogre	30%	12 months
Orc	40%	6 months
Satyr	100%*	9 months
Sprite	100%*	6 months

* - These species can choose whether or not to impregnate or become impregnated, barring use of magic, birth control, and the capability of their partner.

** - This percentage is during a specific period of heat (see below); at other times there is a 0% chance of conception.

Conception

Not every sexual encounter leads to pregnancy. Depending on a variety of factors—menstrual cycle of the female, age and health of the couple, and natural reproduction rates-some races are more inclined to get pregnant than others.

Species vary wildly in their ability to conceive. On the whole, the longer-lived species, such as elves and dwarves, conceive at a greatly reduced rate from each copulation, while short-lived ones, especially the goblinoids, can become pregnant practically every time they have sex. Certain creatures, such as dryads, satyrs, celestials, and fiends, have remarkable control over their own bodies, and can simply choose to become pregnant or impregnate a female, unless something would normally prevent this, such as magic or birth-control devices. This increased or reduced birth rate is reflected in the general population of the community-longer-lived races tend to have far fewer members than those with shorter life spans.

Table 2-3: Species Conception and Pregnancy lists the chance that two healthy creatures produce a child as the result of intercourse without the use of birth control (see Chapter 5: *Items*). In almost all species (and societies), reaching majority coincides at the same time as when the creature becomes fertile-"adulthood," as defined in Core Rulebook I. Dragons are unique in that they become fertile much earlier (starting at the young age category) and remain fertile till they die of old age.

When two creatures mate that both have a 100% chance of conception, three things could happen. If they both choose not to bear children, it does not occur. If a child is wanted, there is a 100% chance of pregnancy, and the child either will be a half-breed (or a pure breed, depending on the races—see Table 2-4: Interspecies Crossbreeding). If the coupling is not consensual, both creatures must make a contested Will save—the highest save indicates the desire of that creature.

Crossbreeding

In a world filled with bizarre and exotic creatures, sex between different species happens with unusual frequency. Creatures of the same type (humanoid, monstrous humanoid, etc.) are able to produce children, though this progeny is a half-breed, with traits of both parents. Some creatures are noted (or infamous) for their ability to

Table 2-4: Interspecies Crossbreeding

	Bugbear	Celestial	Centaur	Dragon	Dryad	Dwarf	Elf	Fiend	Giant	Gnoll	Gnome	Goblin	Half-Elf	Half-Orc	Halfling	Hobgoblin	Human	Kobold	Lizardfolk	Mefolk/Triton	Minotaur	Nymph	Ogre	Orc	Satyr	Sprite
Bugbear	Y	Y	N	Y	Y	N	N	Y	M	N	N	M	N	Y	N	Y	N	N	N	N	N	Y	M	Y	M	Y
Celestial*	Y	Y	Y	Y	Y	Y	Y	N**	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Centaur	N	Y	Y	Y	Y	N	N	Y	M	N	N	N	N	N	N	N	M	N	N	N	N	Y	N	N	Y	Y
Dragon	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Dryad	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	Y	Y	Y	Y	Y	Y	Y
Dwarf	N	Y	N	Y	Y	Y	N	Y	M	N	N	N	N	N	N	N	N	N	N	N	N	Y	N	N	M	Y
Elf	N	Y	N	Y	Y	N	Y	Y	M	N	N	N	Y	N	N	N	Y	N	N	Y	N	Y	N	N	Y	Y
Fiend*	Y	N**	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Giant	M	Y	M	Y	Y	M	M	Y	Y	M	N	N	M	M	N	M	Y	N	N	M	Y	Y	Y	Y	N	M
Gnoll	N	Y	N	Y	Y	N	N	Y	M	Y	N	N	N	N	N	N	N	N	N	N	N	Y	M	N	N	Y
Gnome	N	Y	N	Y	Y	N	N	Y	N	N	Y	N	N	N	N	N	N	N	N	N	N	Y	N	N	M	Y
Goblin	M	Y	N	Y	Y	N	N	Y	N	N	N	Y	N	Y	N	Y	N	N	N	N	N	Y	M	Y	M	Y
Half-Elf	N	Y	N	Y	Y	N	Y	Y	M	N	N	N	Y	N	N	N	Y	N	N	Y	N	Y	N	N	Y	Y
Half-Orc	Y	Y	N	Y	Y	N	N	Y	M	N	N	Y	N	Y	N	M	Y	N	N	N	N	Y	Y	Y	Y	Y
Halfling	N	Y	N	Y	Y	N	N	Y	N	N	N	N	N	N	Y	N	N	N	N	N	N	Y	N	N	M	Y
Hobgoblin	Y	Y	N	Y	Y	N	N	Y	M	N	N	Y	N	M	N	Y	N	N	N	N	N	Y	M	M	M	Y
Human	N	Y	M	Y	Y	N	Y	Y	Y	N	N	N	Y	Y	N	N	Y	N	N	Y	N	Y	Y	Y	Y	Y
Kobold	N	Y	N	Y	Y	N	N	Y	N	N	N	N	N	N	N	N	N	Y	M	N	N	Y	N	N	Y	Y
Lizardfolk	N	Y	N	Y	N	N	N	Y	N	N	N	N	N	N	N	N	N	M	Y	N	N	Y	N	N	N	N
Merfolk/Triton	N	Y	N	Y	Y	N	Y	Y	M	N	N	N	Y	N	N	N	Y	N	N	Y	N	Y	N	N	M	Y
Minotaur	N	Y	N	Y	Y	N	N	Y	Y	N	N	N	N	N	N	N	N	N	N	N	Y	Y	M	N	Y	Y
Nymph	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Ogre	M	Y	N	Y	Y	N	N	Y	Y	M	N	M	N	Y	N	M	Y	N	N	N	M	Y	Y	M	M	M
Orc	Y	Y	N	Y	Y	N	N	Y	Y	N	N	Y	N	Y	N	M	Y	N	N	N	N	Y	M	Y	M	M
Satyr	M	Y	Y	Y	Y	M	Y	Y	N	N	M	M	Y	Y	M	M	Y	Y	N	M	Y	Y	M	M	Y	Y
Sprite	Y	Y	Y	Y	Y	Y	Y	Y	M	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	Y	Y	Y	M	M	Y	Y

Y - Yes. These two species can crossbreed, with a normal chance of conception (using the lowest percent chance). The resultant child will be a half-breed (see Core Rulebook I or Chapter 6: *Gods & Monsters*).

M - Maybe. These two species may successfully crossbreed, although the chance of conception is reduced by 30% from the lowest percentage parent. The resultant child will most likely be a half-breed (see Chapter 6: *Gods & Monsters*).

N - No. These two species cannot crossbreed without the use of magical means.

* - The child will be a half-celestial or half-fiend, depending upon the parent.

** - These two species may never produce a child, except through extraordinary magical methods, such as the magic provided by artifacts or the will of a deity.

Felids, Giantborn, and Serpentine (see Chapter 6: *Gods & Monsters*) use their base race to determine with what races they may crossbreed.

sire children, regardless of the species of the other partner. Celestials, fiends, dragons, and fey, due to their inherent magical nature, may produce children with far more species than those of mortal blood. In other cases, there is no chance of conception, due to the differences in anatomy, creature type, or magical differences of the couple. However, powerful magic or the act of a deity might allow a child to be created as the result of the sex between two completely different species. The child can be one species or the other, a half-breed, or something completely new and unexpected in such an instance.

The Table 2-4: Interspecies Crossbreeding shows the probable outcome of the coupling between members of two different species resulting in a child (with the chance of conception----see Table 2-3: Species Conception and Pregnancy). See Core Rulebook I for information on half-elves and half-orcs, Core Rulebook III for half-celestials and half-fiends, and Chapter 6: *Gods & Monsters* for information on more bizarre half-breeds.

Feats

Here are new feats suitable for a sexually inclusive campaign. The *Book of Erotic Fantasy* features several feats with a new type: sexual.

In most cases, these feats only apply when a character engages in sexual activity, casts spells with a sexual component, or is involved in a social situation that has sexual overtones. Some feats deal directly with the new ability score, Appearance, and should not be allowed if you are not using this ability in your campaign. As DM, you might consider a character undergoing special training or rites to learn some of these feats.

Types of Feats

Most feats are general feats open to all characters. Some are sexual that allow characters to utilize sex or sexuality to greater effect. Others are background feats that are only available to characters at character creation.

Animal Magnetism *[Sexual]*

You exude an undeniable, yet feral, personality that others find both intoxicating and threatening.

Benefit: You gain a +2 bonus on Bluff, Diplomacy, and Intimidation checks.

Special: You suffer a -4 penalty on any Bluff or Diplomacy checks that involve subtlety, finesse, or delicacy. For example, you suffer no penalty on Diplomacy checks while seducing a bar maid, but do suffer the penalty while negotiating a truce.

Beauty Smiles *[General]*

You use your physical good looks to promote your Enchantment spells.

Prerequisites: App 13.

Benefit: At your option, you may use your Appearance modifier as the ability-score modifier for your Enchantment spells.

Chaste Life *[General]*

You opt to live without sex.

Benefit: You gain +2 to one ability score of your choice. It must be selected at the time you take the feat and cannot be changed.

Special: You may take this feat once per ability score.

You may not engage in any sexual act. You lose the benefits of this feat if you ever willingly commit a carnal act. In such instances, the feat's benefits can be restored only with an *atonement* spell (with the caster incurring the XP cost). Rape or other forms of forced sex (such as beign under a *dominate person* spell) do not cause you to lose the benefits of this feat.

Dominating Demeanor *[Sexual]*

You have a force of will that demands respect.

Prerequisite: Iron Will

Benefit: You gain a +2 bonus on Intimidate checks. This benefit increases to +4 in sexual situations in which you are dominating or imposing your authority and will on another person.

Disarming Looks *[General]*

Your physical appearance can fool other people into ignoring your other attributes, ability, or faults.

Prerequisites: Appearance 15.

Benefit: Once per day, you may reroll any Bluff, Diplomacy, Gather Information, or Intimidate check in which your gender and physical appearance may apply (such as a seduction or convincing a guard of the opposite sex to let you by). You must accept the second roll, regardless of the outcome.

Instant Recovery *[Sexual]*

You revive more quickly after sex.

Prerequisite: Quick Recovery

Benefit: You are always able to perform sexually and need not rest after sustaining sex.

Normal: You must rest for half an hour between sexual activities

Kundalini *[Sexual]*

You can channel sexual energy into enlightenment.

Benefit: You gain a +2 enhancement bonus to your Wisdom score after 20 continuous minutes of sex (see Sustaining Sex). The benefit lasts for 24 hours.

Special: You may take this feat multiple times, each one after the first granting an additional +2 enhancement bonus up to a maximum potential bonus of +6. Each additional +2 requires an addition 20 continuous minutes. To gain a +6 bonus for the day, for example, you must have taken this feat three times and had sex for 1 full hour to enjoy the Wisdom bonus.

Limber *[Sexual]*

You can channel sexual energy into physical agility and flexibility.

Benefit: You gain a +2 enhancement bonus to Dexterity after 20 continuous minutes of

sex (see Sustaining Sex, page 42). The benefit lasts for 24 hours.

Special: You may take this feat multiple times, each one after the first granting an additional +2 enhancement bonus up to a maximum potential bonus of +6. Each additional +2 requires an addition 20 continuous minutes. To gain a +6 bonus for the day, you must have taken this feat three times and had sex for 1 full hour.

Mentor [General]

You are a superb guide and protector.

Benefit: During your action, you designate an ally within 30 feet of you to receive a +1 morale bonus on all saving throws.

Physical Perfection [Sexual]

You can channel sexual energy into health and vigor.

Prerequisites: Endurance, Quick Recovery

Benefit: You gain a +2 enhancement bonus to Constitution after 20 continuous minutes of sex (see Sustaining Sex, page 42). The benefit lasts for 24 hours.

Special: You may take this feat multiple times, each one after the first granting an additional +2 enhancement bonus up to a maximum potential bonus of +6. Each additional +2 requires an addition 20 continuous minutes. To gain a +6 bonus for the day, you must have taken this feat three times and had sex for 1 full hour.

Pleasing Physique [Sexual]

Through birth, diet, or exercise, you have achieved an exceptionally well-formed body.

Benefit: You can use your Constitution modifier for Perform (sexual techniques) and it is always a class skill.

Normal: You use your Charisma modifier for Perform (sexual techniques).

Quick Recovery [Sexual]

You revive more quickly after sex.

Benefit: You are ready to perform sexually after only 15 minutes of rest.

Normal: You must rest for 30 minutes after attempting to sustain sex.

Satisfied Glow [Sexual]

You can channel sexual energy into beauty.

Benefit: You gain a +2 enhancement bonus to Appearance after 20 continuous minutes of sex (see Sustaining Sex, page 42). The benefit lasts for 24 hours.

Special: You may take this feat multiple times, each one after the first granting an additional +2 enhancement bonus up to a maximum potential bonus of +6. Each additional +2 requires an addition 20 continuous minutes. To gain a +6 bonus for the day, you must have taken this feat three times and had sex for 1 full hour.

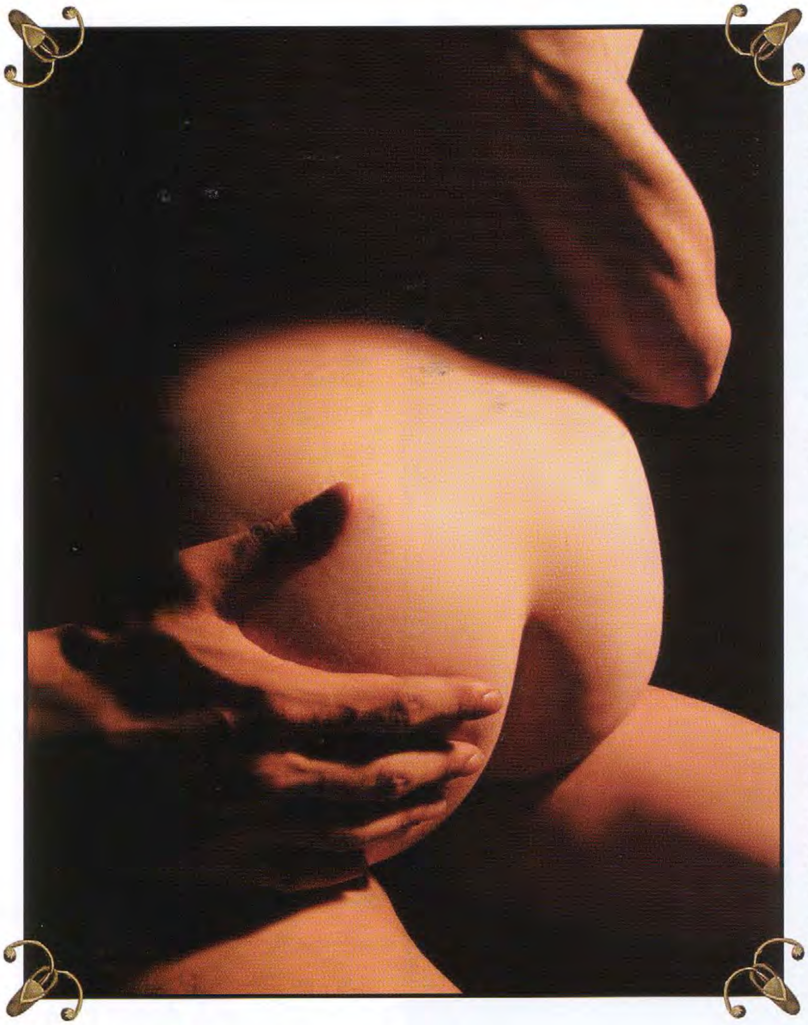
Seductive [General]

You are alluring and know how to use your sexuality to get what you want.

Prerequisites: Cha 15.

Benefit: You get a +2 bonus on Charisma-based skills and ability checks against intelligent (minimum 3) living creatures of a chosen gender.

Special: You may take this feat a second time and choose the other gender.



Self-Aware [Sexual]

You can channel sexual energy into force of personality.

Benefit: You gain a +2 enhancement bonus to Charisma after 20 continuous minutes of sex (see Sustaining Sex, page 42). The benefit lasts for 24 hours.

Special: You may take this feat multiple times, each one after the first granting an additional +2 enhancement bonus up to a maximum potential bonus of +6. Each additional +2 requires an addition 20 continuous minutes. To gain a +6 bonus for the day, you must have taken this feat three times and had sex for 1 full hour.

Sexual Training [Sexual]

You have been educated and trained for endurance in sex.

Benefit: You gain a +2 bonus on Constitution checks to sustain sex. Perform (sexual techniques) is always a class skill for you.

Sexually Open Society [Background]

You come from an area where sex and sexuality are open and acknowledged aspects of existence. In such a society, clothing is used for ornamentation and allure, not to hide breasts and genitals. Sexual topics are valid and frequent topics for discussion.

Benefit: You gain a +2 bonus on all Perform (sexual techniques) checks and sexually oriented Knowledge checks.

Special: A character may not take both this and the Sexually Private Society feat.

Sexually Private Society [Background]

You come from an area where the act of sex takes place in privacy and society acts as if sex and sexuality don't exist. In such a society, clothing is exceptionally demure. Sexual topics are never discussed and anything possibly construed as licentious is avoided or hidden. In extreme societies, this may even lead to the word "leg" interpreted as a bit scandalous and table legs covered for propriety.

Benefit: You receive a +4 bonus on all saving throws against spells with the Sexual descriptor.

Special: A character may not take both this and the Sexually Open Society feat.

Sterile [Sexual]

Due to a biological quirk from birth or an injury, you are unable to reproduce.

Benefit: Though you can have and enjoy sex, you can never get pregnant (if female) or make someone pregnant (if male). If from a species that goes through a period of heat or rut (see Pregnancy and Childbirth in Chapter 1: *Love, Sex, & Roleplaying*), you do not go into heat.

Submissive Demeanor [General]

You possess a demeanor that others find unthreatening or pitiable.

Prerequisites: Wisdom 13.

Benefit: When targeted by spells or effects, you may make a contested Will save with the caster. If you succeed, the caster considers you unworthy of such attention and chooses another target. This has no effect if there is no other target available, or against area-effect spells.

Special: If you fail the Will save by 5 or more, the caster focuses his entire attention on you the following round. You may not willingly choose to fail this save. The benefit ends as soon as you take any sort of hostile action, such as attacking or casting spells.

Tantric [Sexual]

You can channel sexual energy into genius.

Benefit: You gain a +2 enhancement bonus to your Intelligence score after 20 continuous minutes of sex (see Sustaining Sex, page 42). The benefit lasts for 24 hours.

Special: You may take this feat multiple times, each one after the first granting an additional +2 enhancement bonus up to a maximum potential bonus of +6. Each additional +2 requires an additional 20 continuous minutes. To gain a +6 bonus for the day, you must have taken this feat three times and had sex for 1 full hour to enjoy the Intelligence bonus.

True Submissive [General]

You are a truly submissive soul, unworthy of attention.

Prerequisite: Submissive Demeanor

Benefit: Any intelligent creature (those with an Intelligence score of 4 or more) that attempts to directly attack you (even with a targeted spell or spell-like effects) must make an opposed Will save to follow through on the attack. If he fails, the attack is stopped (and the spell wasted). If the opponent succeeds, he may attack normally and doesn't have to make another Will save to attack you for 24 hours.

Special: The benefit ends as soon as you attack, make threatening movements (such as casting a spell), or take a move action, although you may still take a 5-foot adjustment.

Virility [General]

You can channel sexual energy into physical strength.

Benefit: You gain a +2 enhancement bonus to Strength after 20 continuous minutes of sex (see Sustaining Sex, page42). The benefit lasts for 24 hours.

Special: You may take this feat multiple times, each one after the first granting an additional +2 enhancement bonus up to a maximum potential bonus of +6. Each additional +2 requires an addition 20 continuous minutes. To gain a +6 bonus for the day, you must have taken this feat three times and had sex for 1 full hour.

Presented here are three base classes suitable for player characters. These follow the same rules for classes and multiclassing found in Chapter 3 of Core Rulebook I.

Imagist

"What's an im-a-gist?" the little half-orc girl asked, carefully pronouncing each syllable of the new word.

Felosia threw back her head and laughed. "You might as well ask why the sky is blue!"

The girl stared blankly at the feykissed elf.

The girl was her own daughter, the product of an impulsive liason with a male half-orc. Felosia had her fostered by a temple of Aaluran that welcomed children born of lust or love. The elf hadn't yet told the girl she was her mother.

"Well, suppose you could change the world. (We all can, you know. It's just easier when you're an adult.) What would you do?"

Silence.

"Okay, would you rather make something better or worse?"

"Better!" the girl said.

"That's just what I do. Can you do cartwheels or somersaults?"

The girl nodded and eagerly showed off her tumbling with more enthusiasm than skill.

"I make the world better. Only, I mostly do it with people. Here, let me show you." Felosia cast cat's grace on the girl. "Now try your cartwheels again."

At last the girl understood. She happily played and tumbled until the spell duration wore off and she grew tired. She sat down beside Felosia. "Why is the sky blue?"

Gifted from birth with natural beauty, imagists parlay their physical attractiveness into potent magic. Like a sorcerer, an imagist's power is inborn. She does not need spellbooks, training, or practice.

Some folklore attributes imagists' power to celestial blood. A few sages claim this to be so. Myth, legend, apocrypha, and canonical writings are replete with tales of deities copulating with mortals. The forms are varied and mysterious: golden sunbeams, dark shadows, and comely youths. Some find them familiar, as more than one deity has masqueraded as a mortal's spouse to enable them to share the marriage bed.

Adventure: Most imagists see adventure as the opportunity to make the world more beautiful. They work to witness for their deity and show a glimpse of divine beauty. Some try to rid the world of evil and ugliness.

Characteristics: An imagist draws forth magic from her devotion to her deity and acts as an avatar manifesting divinity on earth.

Alignment: Imagists devote themselves to beautifying the world. The nurturing, improving philosophy of the imagist is incompatible with an evil alignment.

Religion: In general, imagists revere all deities of beauty and creation. Often, an imagist feels a particularly strong bond with a specific, good-aligned god. Imagists often make pilgrimages to remote areas to display their divine beauty. Many imagists find the ever-changing beauty of Aaluran appealing, seeing him as the ultimate symbol of attractiveness. Imagists are particularly repulsed by Zanbos, the deity of rape and ugliness and do their utmost to oppose his followers wherever they rear their disgusting heads.

Background: From birth, imagists tend to be thought of as attractive, cute babies. By the time they reach adolescence, they're clearly possessed of remarkable physical beauty.

Races: Most imagists are fey, feykissed, celestial planetouched, humans, elves, half-elves, or gnomes. Half-orcs and other humanoid or monstrous humanoid races rarely have the physical attractiveness to become imagists.

Other Classes: Imagists most enjoy associating with beautiful people. Class and profession are rarely a consideration, beyond seeking to have an effective adventuring party. Anyone who is lovely or has a commitment to making the world more beautiful has much in common with an imagist.

Role: The imagist is an excellent leader with a clear sense of vision. She works best in a supporting role with a balanced group of martial, divine, and arcane power. The

Table 3-1: The Imagist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	---Spells per Day--- 0	1	2	3	4	5	6	7	8	9
1st	+0	+0	+0	+2	Sanctuary 1/day	5	3	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3		6	4	-	-	-	-	-	-	-	-
3rd	+1	+1	+1	+3	Cohort	6	5	-	-	-	-	-	-	-	-
4th	+2	+1	+1	+4	Sanctuary 2/day	6	6	3	-	-	-	-	-	-	-
5th	+2	+1	+1	+4	Inspired smite evil 1/day	6	6	4	-	-	-	-	-	-	-
6th	+3	+2	+2	+5	Bonus feat	6	6	5	3	-	-	-	-	-	-
7th	+3	+2	+2	+5	Sanctuary 3/day	6	6	6	4	-	-	-	-	-	-
8th	+4	+2	+2	+6		6	6	6	5	3	-	-	-	-	-
9th	+4	+3	+3	+6		6	6	6	6	4	-	-	-	-	-
10th	+5	+3	+3	+7	Inspired smite evil 2/day, sanctuary	6	6	6	6	5	3	-	-	-	-
11th	+5	+3	+3	+7		6	6	6	6	6	4	-	-	-	-
12th	+6/+1	+4	+4	+8	Bonus feat	6	6	6	6	6	5	3	-	-	-
13th	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	-	-	-
14th	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	-	-
15th	+7/+2	+5	+5	+9	Inspired smite evil 3/day	6	6	6	6	6	6	6	4	-	-
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	-
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	-
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	4
20th	+10/+5	+6	+6	+12	Inspired smite evil 4/day	6	6	6	6	6	6	6	6	5	6

imagist specializes in perception, enhancement, and travel magic.

Imagists tend to equate beauty with goodness. They travel, spreading beauty and the awareness of loveliness. Creatures or things that are evil, ugly, or perverted from their nature are abhorrent to an imagist. Undead are an abomination. Worst of all are those that are beautiful but evil, such as succubi.

Game Rule Information

Imagists have the following game statistics.

Abilities: Appearance determines how powerful a spell an imagist can cast, how many spells she can cast per day, and how hard those spells are to resist. To cast a spell, an imagist must have an Appearance score of 10 + the spell's level. An imagist gets bonus spells based on Appearance. The Difficulty Class of a saving throw against an imagist's spell is 10 + the spell's level + the imagist's Appearance modifier.

Like arcane spellcasters, an imagist benefits from high Dexterity and Constitution scores.

Alignment: Any nonevil.

Hit Die: d4.

Class Skills

The imagist's class skills (and the key ability for each skill) are Bluff (App), Concentration (Con), Craft (Int), Diplomacy (App), Heal (Wis), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All the following are class features of the imagist.

Weapon and Armor Proficiency: Imagists are proficient with the following weapons: dagger, sling, and quarterstaff. They are proficient with light armor and are prohibited from wearing medium or heavy armor. They are proficient with bucklers but may not use any other type of shield.

Spells: An imagist casts divine spells that are drawn from the imagist list. She can cast any spell she knows without preparing it ahead of time.

Table 3-2: Imagist Spells Known

	---Spells Known---									
Level	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
1st	4	2	-	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-	-	-	-	-
3rd	5	3	-	-	-	-	-	-	-	-
4th	6	3	1	-	-	-	-	-	-	-
5th	6	4	2	-	-	-	-	-	-	-
6th	7	4	2	1	-	-	-	-	-	-
7th	7	5	3	2	-	-	-	-	-	-
8th	8	5	3	2	1	-	-	-	-	-
9th	8	5	4	3	2	-	-	-	-	-
10th	9	5	4	3	2	1	-	-	-	-
11th	9	5	5	4	3	2	-	-	-	-
12th	9	5	5	4	3	2	1	-	-	-
13th	9	5	5	4	4	3	2	-	-	-
14th	9	5	5	4	4	3	2	1	-	-
15th	9	5	5	4	4	4	3	2	-	-
16th	9	5	5	4	4	4	3	2	1	-
17th	9	5	5	4	4	4	3	3	2	-
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

To learn or cast a spell, an imagist must have an Appearance score equal to at least 10 + the spell level (App 10 for 0-level spells, App 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against an imagist's spell is 10 + the spell level + the imagist's Appearance modifier.

Like other spellcasters, an imagist can cast only a certain number of spells of each level per day. Her base daily spell allotment is given on Table 3-1. In addition, she receives bonus spells per day if she has a high Appearance score.

An imagist begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new imagist level, she gains one or more new spells, as indicated on Table 3-2. (Unlike spells per day, her Appearance score does not affect the number of spells an imagist knows; the numbers on Table 3-2 are fixed.)

Upon reaching 4th level, and at every even-numbered imagist level after that (6th, 8th, and so on), an imagist can choose to learn a new spell in place of one she already knows. In effect, the imagist "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level imagist spell the imagist can cast. An imagist may swap only one spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for that level.

Unlike a cleric or a wizard, an imagist need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up all her spells per day for that spell level.

Appearance Modifier: Starting at 1st level, the imagist uses her Appearance score for the Bluff skill, the Diplomacy skill, and her Leadership score.

Sanctuary (Su): At 1st level, the imagist gains the ability to create a sanctuary effect on herself only, otherwise it is identical to the spell. Caster level equals class level. At 4th level, she can produce the effect on herself twice a day and three times per day at 7th level. Upon reaching 10th level, the effect is always active upon the imagist. The save DC is Appearance-based.

Cohort: The beauty of the imagist attracts a devoted cohort as if she had the Leadership feat. She uses her Appearance score instead of her Charisma score to determine her Leadership score. She gains a cohort, but no followers from this class ability.

Bonus Feats: At 6th and 12th levels, an imagist gains bonus feats. At each such opportunity, she can choose a metamagic feat or one of the following: Animal Affinity, Combat Casting, Dodge, Leadership, Negotiator, Persuasive, Satisfied Glow, or Spell Focus. The imagist must meet all prerequisites for a bonus feat.

Inspired Smite Evil (Su): Once per day at 5th level, an imagist can inspire an ally to smite evil as a standard action. On the ally's next melee attack roll (if it is made before the end of the next round), the ally adds the imagist's Appearance modifier (if any) to his attack roll and deals 1 extra point of damage per inspiring imagist level.

For example, a 10th-level imagist with an Appearance modifier of +5 inspires her cohort to smite evil. The next time her ally acts, he makes a melee attack against an evil creature. The cohort has a +5 bonus on his attack roll and deals an additional +10 points of damage. If the ally does not make a melee attack or if the target is not evil, the smite has no effect, and the imagist's ability is still used up for that day.

At 10th level, and at every five levels thereafter, the imagist may inspire smite evil one additional time per day.

Elf Imagist Starting Package

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Weapons: Quarterstaff (1d6/1d6, crit x2, 4 lb., Medium, bludgeoning).

Longbow (1d8, crit x3, range inc. 100 ft., 3 lb., Medium, piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	-
Spellcraft	4	Int	-
Heal	4	Wis	-
Diplomacy	4	App	-
Sense Motive	4	App	-
Spot	4	App	-
Bluff	4	App	-
Listen (cc)	2	Wis	-

Feats: Pleasing Physique*.

* New in this book.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Ten torches, map case, three pages of parchment, ink, pen. Spell component pouch. Bag with 10 sling bullets.

Gold: 2d4 gp.

Imagist Spells

Imagist spells focus on curative, divinatory, protective, and travel magic.

0-Level Spells: *analyze fertility*, arcane mark, create water, cure minor wounds, depilatory*, detect magic, detect poison, detect pregnancy*, disrupt undead, divine mark*, guidance, grope*, know direction, light, mage hand, mending, message, open/close, prestidigitation, purify food and drink, read magic, resistance, virtue.*

1st-Level Spells: *animate image*, bless, calm animals, comprehend languages, cure light wounds, detect evil, detect undead, disguise self, endure elements, entropic shield, expeditious retreat, feather fall, identify, jump, longstrider,* *mage armor, magic stone, magic weapon, miss*, mount, protection from evil, sanctuary, shield, shield of faith, unseen servant.*

2nd-Level Spells: *aid, align weapon (good only), alter self, augury, bear's endurance, bless weapon, bull's strength, calm emotions, cat's grace, consecrate, continual flame, cure moderate wounds, delay poison, detect disease*, divine favor, eagle's splendor, fox's cunning,heroism, knock, locate object, make whole, owl's wisdom, pass without trace, peacock's beauty*, pleasant dreams*, protection from arrows, remove paralysis, resist energy, restoration, lesser, see invisibility, shield other, silence, status, tongues, zone of truth.*

3rd-Level Spells: *analyze ancestry*, arcane sight, create food and water, cure serious wounds, dispel magic, fly, gaseous form, gentle repose, good hope, halt undead, haste, helping hand, invisibility purge, jealousy*, keen edge, magic circle against evil, magic vestment, greater magic weapon, phantom steed, prayer, protection from energy, quench, remove curse, remove disease, speak with animals, speak with plants, water breathing, water walk.*

4th-Level Spells: *air walk, cure critical wounds, death ward, dimension door, discern lies, divination, divine power, freedom of movement, geas, lesser, globe of invulnerability, lesser, holy sword, imbue with spell ability, locate creature, minor creation, mirror talk, neutralize poison, planar ally, lesser, polymorph, remove curse, restoration, spell immunity, stone shape, stoneskin.*

5th-Level Spells: *atonement, baleful polymorph, break enchantment, calm weather*, commune, commune with nature, cure light wounds, mass, dismissal, dispel evil, disrupting weapon, dream, fabricate, hallow, hedonist's delight*, life shell*, major creation, mark of justice, overland flight, passwall, permanency, sanctuary, mass*, sending, teleport, tree stride.*

6th-Level Spells: *analyze dweomer, banishment, contingency, mass cure moderate wounds, greater dispel magic, mass eagle's splendor, find the path, mass fox's cunning, geas/quest, globe of invulnerability, heal, heroes' feast, heroism, greater, legend lore, mass bear's endurance, mass bull's strength, mass cat's grace, owl's wisdom, mass, mass peacock's beauty*, planar ally, stone tell, mirror walk*, transport via plants, true form*, true seeing, undeath to death, wind walk, word of recall.*

7th-Level Spells: *arcane sight, greater, come to me*, cure serious wounds, mass, ethereal jaunt, holy word, limited wish, peace aura*, phase door, plane shift, regenerate, restoration, greater, simulacrum, spell turning, teleport object, teleport, greater, vision.*

8th-Level Spells: *clone, cure critical wounds, mass, discern location, holy aura, iron body, mind blank, moment of prescience, planar ally, greater, polymorph any object, protection from spells, spell immunity, greater, sympathy.*

9th-Level Spells: *astral projection, etherealness, foresight, freedom, gate, heal, mass, miracle, refuge, shapechange, teleportation circle, wish.*

Kundala

A blend of martial prowess and mystical energy, a kundala embarks on a physical and mental journey toward perfection and enlightenment. Their training combines physical discipline and a spiritual quest for understanding of the universe through mastery of their minds and bodies.

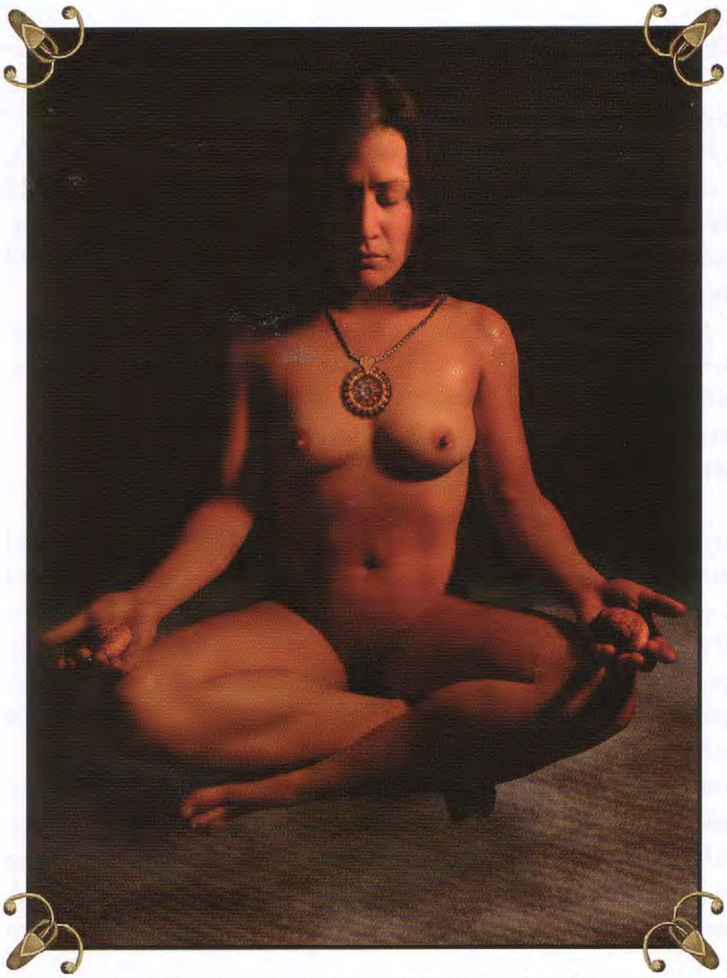
Adventure: Kundalas often adventure seeking enlightenment. The world is an imperfect place and only through observing and understanding it can one overcome it. A few kundalas travel to spread their wisdom and teachings to others, often seeking to broaden minds and tolerances.

Characteristics: Kundalas and monks share many traits including flurry of blows. Characters following the path of mystic kundalini-focused monk gain limited spellcasting abilities at the cost of some of their combat prowess.

Alignment: Kundalas require strict self-discipline to pursue their studies and must be of lawful alignment.

Religion: Kundalas are rarely devout worshipers of any particular god. Despite their lawful nature, Kundala are turned off by the overly masochistic doctrine of Cevelis, the lady of denial-they admire her teachings of restraint and self-discipline, but disagree heartily with her attitudes toward sex.

Background: Unlike monks, kundalas don't typically form monasteries that sequester themselves from the world. Instead, they travel, observe, and experience the world first-hand, exposing themselves to its challenges. The few kundalas who wish to settle in an area usually establish a training dojo and make it known that all who seek wisdom are welcome.



Races: Human kundalas often begin their training as monks before realizing their calling. Among elves, half-elves, and halflings, kundalas are highly respected. Gnomes have a much easier time understanding kundala training and philosophies than they do monks and monasteries. Half-orcs and felid (see Chapter 6: *Gods & Monsters*) rarely train in the kundala traditions.

Other Classes: Kundala get along well with most other classes, as long as the person understands and respects the choice of a sexually focused life. They tend to be closest to tantrists and furthest from monks in attitudes.

Role: A kundala is to the monk what the paladin or ranger is to the fighter. He combines unarmed puissance with a smattering of spellcasting ability.

Game Rule Information

Kundalas have the following game statistics.

Abilities: Wisdom enhances a kundala's healing power and special abilities. Dexterity proves very valuable to the unarmored or lightly armored kundala. A Wisdom score of 14 or higher is required to get access to the most powerful kundala spells, and a score of 11 or higher is required to cast any kundala spells.

Alignment: Any lawful.

Hit Die: d8.

Class Skills

The kundala's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Swim (Str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Flurry of Blows (Ex): When unarmored or wearing only light armor, a kundala may strike with a flurry of blows at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table 3-3. This penalty applies for 1 round, so it also affects attacks of opportunity the kundala might make before his next action. When a kundala reaches 5th level, the penalty lessens to -1, and at 9th level, it disappears. A kundala must use a full attack action to strike with a flurry of blows.

When using a flurry of blows, a kundala may attack only with unarmed strikes.

When a kundala reaches 11th level, his flurry of blows ability improves. He gets a second extra attack at his full base attack bonus.

Unarmed Strike: Kundalas are highly trained in unarmed fighting, giving them a considerable advantage when doing so. At 1st level, a kundala gains Improved Unarmed Strike as a bonus feat. A kundala's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This

Table 3-3: The Kundala

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Spells Per Day*			
							1	2	3	4
1st	+0	+2	+0	+2	Flurry of blows, sexual code of conduct, unarmed strike	-2/-2	-	-	-	-
2nd	+1	+3	+0	+3	Blessings of the wise	-1/-1	-	-	-	-
3rd	+2	+3	+1	+3	Body control	+0/+0	-	-	-	-
4th	+3	+4	+1	+4		+1/+1	0	-	-	-
5th	+3	+4	+1	+4	Purity of body	+2/+2	0	-	-	-
6th	+4	+5	+2	+5		+3/+3	1	-	-	-
7th	+5	+5	+2	+5	Wholeness of body	+4/+4	1	-	-	-
8th	+6/+1	+6	+2	+6	Body manipulation 1/day	+5/+5/+0	1	0	-	-
9th	+6/+1	+6	+3	+6		+6/+6/+1	1	0	-	-
10th	+7/+2	+7	+3	+7	Alternate form 1/day	+7/+7/+2	1	1	-	-
11th	+8/+3	+7	+3	+7		+8/+8/+8/+3	1	1	-	-
12th	+9/+4	+8	+4	+8	Body manipulation 2/day	+9/+9/+9/+4	1	1	0	-
13th	+9/+4	+8	+4	+8	Diamond body	+9/+9/+9/+4	1	1	1	-
14th	+10/+	+9	+4	+9		+10/+10/+10/+5	2	1	1	0
15th	+11/+6/+1	+9	+5	+9	Alternate form 1/day	+11/+11/+11/+6/+1	2	1	1	1
16th	+12/+7/+2	+10	+5	+10	Body manipulation 3/day	+12/+12/+12/+7/+2	2	2	1	1
17th	+12/+7/+2	+10	+5	+10		+12/+12/+12/+7/+2	2	2	2	1
18th	+13/+8/+3	+11	+6	+11		+13/+13/+13/+8/+3	3	2	2	1
19th	+14/+9/+4	+11	+6	+11		+14/+14/+14/+9/+4	3	3	3	2
20th	+15/+10/+5	+12	+6	+12	Alternate form at will, body manipulation 4/day, shapechanger subtype	+15/+15/+15/+10/+5	3	3	3	3

means that a kundala may even make unarmed strikes with his hands full. Off-hand attacks do not exist for a kundala when striking unarmed. A kundala may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a kundala's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A kundala's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons (such as the *magic fang* and *ghost touch* spells).

A kundala also deals more damage with his unarmed strikes than a normal person would, as shown on the table below.

Level	Small	Medium	Large
1st-3rd	1d4	1d6	1d8
4th-7th	1d6	1d8	2d6
8th-11th	1d8	1d10	2d8
12th-15th	1d10	2d6	3d6
16th-19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

Sexual Code of Conduct: Because their spellcasting powers derive from sex, kundalas must be sexual and cannot benefit from feats such as Chaste Life or pursue prestige classes such as the divine celibate.

Blessings of the Wise (Su): At 2nd level, a kundala gains a bonus equal to his Wisdom bonus (if any) on all saving throws.

Body Control (Ex): A kundala of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of Transmutation, since his studies and introspection give him insights into and better control over his body.

Spells: Beginning at 4th level, a kundala gains the ability to cast a small number of divine spells, which are drawn from the kundala spell list. A kundala must choose and prepare his spells in advance.

To prepare or cast a spell, a kundala must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a kundala's spell is 10 + the spell level + the kundala's Wisdom modifier.

Purity of Body (Ex): At 5th level, a kundala gains control over his body's immune system. He gains immunity to all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy).

Wholeness of Body (Su): At 7th level and higher, a kundala can heal his own wounds. He can heal a number of hits points equal to twice his current kundala level each day, and he can spread this healing out among several uses.

Body Manipulation: At 8th level, a kundala further masters his physique and gains the ability to boost his physical statistics, gaining a +2 bonus to Strength, Dexterity, and Constitution once per day for a number of rounds equal to 3 + the character's Wisdom modifier.

The increase in Constitution increases the kundala's hit points by 2 points per level, but these hit points go away at the end of the duration when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are).

At 12th level, a kundala can perform body manipulation twice a day, increasing to three times per day at 16th level and four times per day at 20th level.

Alternate Form (Su): At 10th level, a kundala can assume any humanoid form of Medium size or smaller as a standard action once per day. This ability functions as a polymorph spell cast on itself at its caster level, except the kundala can only assume the form of a humanoid.

At 15th level, a kundala can use the ability three times per day. Upon reaching 20th level, the kundala can shift into an alternate humanoid or monstrous humanoid form at will.

Diamond Body (Su): At 13th level, a kundala is in such firm control of his own metabolism that he gains immunity to poisons of all kinds.

Shapechanger Subtype: Upon reaching 20th level, the kundala fully masters its physical forms, gaining the shapechanger subtype.

Kundala Spell List

Kundalas practice magic that enhances their own abilities. Many of their spells have (self only) indicating that the kundala can cast it only on himself. Applying these magic insights to others is possible, but more difficult for him. Often, the spell also appears one level higher without the restriction. For these spells, the kundala can cast it on any valid target. Kundalas choose their spells from the following list.

1st-Level Spells: *cure light wounds (*self only), *detect chaos, detect law, endure elements* (self only), *expeditious retreat, jump* (self only), *longstrider, mage armor* (self only), *protection from chaos, resist energy* (self only).

2nd-Level Spells: *barkskin* (self only), *bear's endurance* (self only), *bull's strength* (self only), *cat's grace (*self only), *cure light wounds, cure moderate wounds* (self only), *darkvision* (self only), *endure elements, jump, mage armor, owl's wisdom, resist energy, see invisibility.*

3rd-Level Spells: *blur* (self only), *cure moderate wounds, cure serious wounds* (self only), *magic circle against chaos, protection from energy* (self only), *rage* (self only).

4th-Level Spell: *blur, cure critical wounds* (self only), *cure serious wounds, dimensional anchor* (self only), *dispel chaos, dispel magic, divine power, freedom of movement, protection from energy, rage, water breathing* (self only).

Tantrist

Hervark kissed Cliara one last time and made sure she saw where he had placed his purse for payment.

Egads, she was good at sex. The best lover he had had in a long time. Both talented and fun to spend time with, it was a most satisfying encounter. Flexible and possessed of enough stamina to restore his spent magic. What spells he would weave on the morrow!

Able to metamorphose sexual energy into magical power, the tantrist practices his art and improves through interacting with other skilled arcane spellcasters. He uses personal

Table 3-4: The Tantrist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	---Spells per Day--- 0	1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+0	Sexual code of Conduct	3	1+1	-	-	-	-	-	-	-	-
2nd	+1	+3	+0	+0		4	2+1	-	-	-	-	-	-	-	-
3rd	+1	+3	+1	+1		4	2+1	1+1	-	-	-	-	-	-	-
4th	+2	+4	+1	+1		5	3+1	2+1	-	-	-	-	-	-	-
5th	+2	+4	+1	+1	Bonus feat	5	3+1	2+1	1+1	-	-	-	-	-	-
6th	+3	+5	+2	+2		5	3+1	3+1	2+1	-	-	-	-	-	-
7th	+3	+5	+2	+2		6	4+1	3+1	2+1	1+1	-	-	-	-	-
8th	+4	+6	+2	+2		6	4+1	3+1	3+1	2+1	-	-	-	-	-
9th	+4	+6	+3	+3		6	4+1	4+1	3+1	2+1	1+1	-	-	-	-
10th	+5	+7	+3	+3	Bonus feat	6	4+1	4+1	3+1	3+1	2+1	-	-	-	-
11th	+5	+7	+3	+3		6	5+1	4+1	4+1	3+1	2+1	1+1	-	-	-
12th	+6/+1	+8	+4	+4		6	5+1	4+1	4+1	3+1	3+1	2+1	-	-	-
13th	+6/+1	+8	+4	+4		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-	-
14th	+7/+2	+9	+4	+4		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	-	-
15th	+7/+2	+9	+5	+5	Bonus feat	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-
16th	+8/+3	+10	+5	+5		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	-
17th	+8/+3	+10	+5	+5		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18th	+9/+4	+11	+6	+6		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19th	+9/+4	+11	+6	+6		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20th	+10/+5	+12	+6	+6	Bonus feat	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

* In addition to the stated number of spells per day for 1st- through 9th-level spells, a tantrist gets a domain spell for each spell level, starting at 1st. The "+1" on this list represents that. These spells are in addition to any bonus spells for having a high Constitution.

rune scar glyphs as a form of spellbook. Sex powers his magic.

Adventure: Tantrists generally adventure for many of the same reasons as sorcerers and wizards, most particularly to improve their magical skills. Some also pursue higher callings including campaigns to promote sexually open societies or oppose sexually restrictive ones. Evil or self-serving, tantrists work to restrict sexual expression to limit others' tantric potential.

Characteristics: A tantrist acquires spells through study, practice, and partnerships.

Alignment: Tantrists can be of any alignment. The power they create from copulation is neither good nor evil, chaotic nor lawful, though the use to which it is put can be any of these.

Religion: Focused on their own bodies and sexual nature, tantrists do not often worship deities, and those that do are drawn towards sex-positive gods, such as Aaluran. They understand the inherent need for beings to find meaning and purpose in their gods, but most glean all they need from their own experience and insight.

Background: Sex magic is at the core of a tantrist's being. Therefore, they don't have the potential to develop their powers until they reach sexual maturity.

Some tantrists happen into their calling, spontaneously developing rudimentary manifestations of the simplest magic. Others must strive for their talent, studying under tantric masters of great repute.

Tantrists need sex to renew their spells. They never take vows of chastity or celibacy. While they may associate with those who do, tantrists always have at least one willing sexual partner as a close associate. More often, they have a cadre of lovers.

Races: Tantric spellcasters thrive anywhere where sex is an open, accepted, and integral aspect of society and life. Most of the world is not like that. In societies where sex is not an open topic, where it is a private or even a dirty subject, they are marginalized, regulated, or even outlawed.

Other Classes: The tantrist excels at spells that manipulate raw power, creating something out of nothing: evocation spells. They value adventuring with people with physical prowess, healing spells, and other skills.

Role: A tantrist is a potent arcane spellcaster. Skilled at using evocation spells, a tantrist can devastate large numbers of enemies.

Game Rule Information

Tantrists have the following game statistics.

Abilities: Tantric spellcasting comes from a combination of Constitution and Intelligence.

Constitution determines how powerful a spell a tantrist can cast and how many spells she can cast per day. To cast a spell, a tantrist must have a Constitution score of 10 + the spell's level. He receives bonus spells based on Appearance.

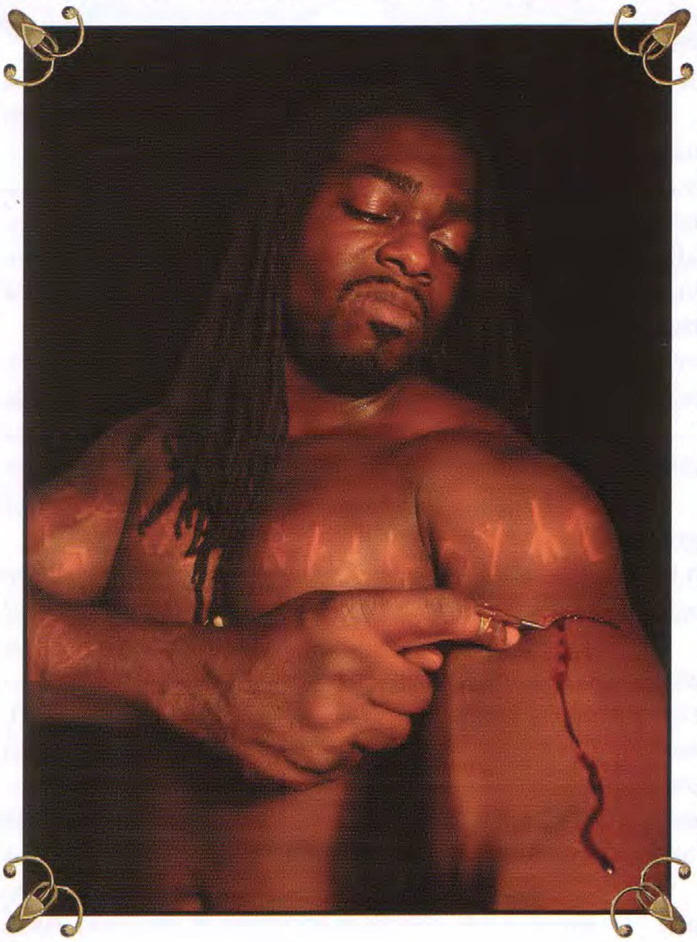
Intelligence determines how and how hard those spells are to resist. The Difficulty Class of a saving throw against a tantrist's spell is 10 + the spell level + the tantrist's Intelligence modifier.

Alignment: Any.

Hit Die: d4.

Class Skills

The tantrist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (App), Heal (Wis), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.



Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All the following are class features of the tantrist.

Weapon and Armor Proficiency: Tantrists are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a tantrist's arcane gestures, which may cause his spells with somatic components to fail.

Spells: A tantrist can learn spells from sorcerers, wizards, and other tantrists (except for domain spells).

Domain Spells: A tantrist chooses two of the following domains: Body, Knowledge, Perversion, or Pleasure. Each domain gives your tantrist access to a domain spell at each spell level, from 1st level on, as well as a granted power. Your tantrist gets the granted power of both domains selected. With access to two domain spells at a given spell level, a tantrist prepares one or the other each day. If a domain spell is not on the sorcerer/wizard spells list, a tantrist can prepare it only in his domain slot.

Learning Spells: Once a tantrist has been shown the basics of the spell, he inscribes it upon his body as a personal rune. It is pale and scarlike, lighter than the tantrist's skin. In this way, his body becomes a living spellbook.

The time required to scarify a rune is identical to that of a wizard scribing a spell in her spellbook. For rules purposes, treat the tantrist's body as a normal spellbook

Preparing Tantrist Spells: A tantrist needs a full night's rest and regains his spells through having sex for an hour. Masturbation does not count as sex for this purpose.

To prepare a spell, a tantrist must have a Constitution score of 10 + the spell's level. Bonus spells are based on Intelligence.

The pale, scarlike rune darkens and looks like a vivid scar when the spell it symbolizes is prepared. When the spell is cast, the rune becomes pale again.

Caster Level: Tantrist spells focus on flashy manifestations of power. A tantrist casts all

Evocation school spells at +1 caster level. The power derived from sex does not apply well to Illusion or Necromancy school spells; a tantrist casts those at -1 caster level.

Sexual Code of Conduct: Because their powers derive from sex, tantrists must be sexual and cannot benefit from feats such as Chaste Life or pursue prestige classes such as the divine celibate.

Bonus Feats: At 5th, 10th, 15th, and 20th level, a tantrist gains a bonus feat. At each such opportunity, he can choose a sexual feat, a metamagic feat, Spell Focus (evocation), Greater Spell Focus (evocation), Spell Penetration, or Greater Spell Penetration. The tantrist must meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets every three levels.

Inscribed Spells: A tantrist begins play with personal runes of all 0-level sorcerer/wizard spells plus three 1st-level spells of your choice as well as the 1st-level spells of your chosen domains. Bonus spells for high Intelligence scores apply normally.

At each new tantrist level, he gains personal runes of two new spells of any spell level or levels that he can cast (based on his new tantrist level). In addition, at each level where the tantrist gains a new level of spells, she gains personal runes of her chosen domain spells.

Prestige Classes

The following prestige classes all fit well into a game campaign with sexual themes.

Disciple of Aaluran

"You're glowing," said Seshay. Seated beside the pond, the other woman's naked, flawless skin did seem to have a golden hue about it. "It's just the sun," replied Xee. She smiled and leaned closer, their breasts touching slightly. "You're glowing too, you know."

They kissed tenderly and sprawled out among their discarded clothing, giggling as Xee grimaced and shoved her sword and a piece of armor from beneath her back. The two entwined, sweating with anticipation and desire. Seshay caressed Xee's skin, marveling at its hue.

"I am a seeker of the True Lover," intoned Seshay with her husky voice, kissing along the other woman's neck. "You are a traveler on the road to bliss," she whispered. Her hand sliding playfully along the other woman's belly, a sigh of pleasure escaping her lips. "Together we are more than ourselves . . . we are One."

With those words, Seshay, Disciple of Aaluran truly began to glow.

While almost all good religions espouse love and trust with others, the disciples of Aaluran believe that love and sex are the primary reasons for existence. For them, the physical act of love, as well as enjoying the many pleasures that life has to offer, is prayer, communion, and devotion all rolled in one. They commonly act as "living altars" at the temples of love deities, giving their bodies freely to anyone who wishes to commune with the deities. Despite their attitude of free love, disciples of Aaluran are not prostitutes. For them, the act of lovemaking is reward enough.

As disciples learn the intricacies and art of lovemaking, so too do they grow in power. They come to understand the limits of their bodies and will, and can tap that root of sexual power to fuel magic. As they grow in power, they begin to emit an aura of peace, serenity, love, and lust. Their very presence incites acts of passion in others, and as they increase in their understanding of their bodies, disciples of Aaluran are able to alter their appearance to better please those with whom they make love.

As a result, they are called upon to consecrate marriages and fertility rites by the common folk. Disciples of Aaluran are often persecuted by lawful organizations, which see their rampant promiscuity and inciting behavior as a threat to order and morality.

Disciples of Aaluran are usually clerics dedicated to Aaluran (or another sensually focused deity of love and passion). Wizards and sorcerers may pursue the mysteries of the flesh. Rogues and bards are also likely candidates, drawn to the path of love after they have mastered certain arcane skills. Fighters and rangers are almost never disciples of Aaluran; the former often too interested in inflicting pain and the latter too far removed from the joys of pleasure for the sake of pleasure. Very few instances of paladins or monks

Table 3-5: The Disciple of Aaluran

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Pleasure domain, *disguise self*	+1 level of existing class
2nd	+1	+3	+0	+3	Bonus feat	+1 level of existing class
3rd	+1	+3	+1	+3	Aura of good will	+1 level of existing class
4th	+2	+4	+1	+4	Bonus feat	+1 level of existing class
5th	+2	+4	+1	+4	Smoldering glance	+1 level of existing class

becoming disciples of Aaluran have been reported, as the tenants of free-love go against the discipline of both classes.

Hit Die: d8.

Requirements

To qualify to become a disciple of Aaluran, a character must fulfill all the following criteria.

Alignment: Neutral good, chaotic good, neutral, chaotic neutral.

Skills: Diplomacy 5 ranks, Perform (sexual techniques) 5 ranks.

Feats: Seductive.

Patron Deity: Aaluran.

Special: The character must willingly give sexual favors to at least a dozen people, without expecting anything in return or taking advantage of them in any way.

Class Skills

The disciple of Aaluran's class skills (and the key ability for each skill) are Bluff (App or Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Listen (Wis), Perform (sexual techniques) (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int). Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the disciple of Aaluran prestige class.

Weapon and Armor Proficiency: Disciples of Aaluran gain no additional proficiencies with weapons, armor, or shields.

Pleasure Domain: At 1st level, a disciple of Aaluran gains access to the Pleasure domain, and with it the granted power of the domain. Disciples of Aaluran who were once clerics gain a third domain this way and can prepare their domain spells at each level from the new domain's list if they wish.

If a noncleric divine spellcaster becomes a disciple of Aaluran, each day she can cast one extra spell of each spell level to which she normally has access, but it must be the spell from this domain for that level. All spellcasting disciples of aaluran gain the granted power of the domain. Nonspellcasters gain no spellcasting ability from this prestige class.

***Disguise Self* (Sp):** At 1st level, the disciple of Aaluran can *disguise self* as the spell. She can activate it a number of times equal to her prestige class level. Caster level is equal to prestige class level.

Bonus Feats: At 2nd and 4th levels, the disciple of Aaluran gets a bonus feat. A disciple must still meet all prerequisites for a feat, including ability score and base attack bonus minimums. She may choose from Improved Initiative, Kundalani, Seductive, Tantric, or any Metamagic Feat.

Aura of Good Will (Su): At 3rd level, the disciple of Aaluran gains the ability to exude a sense of friendliness that others find comforting, although the disciple of Aaluran cannot take hostile actions without breaking this sense of goodwill. This effect is similar to a *sanctuary* spell as if cast by a cleric of the same level as the disciple of Aaluran. She can activate it a number of times equal to her prestige class level.

Smoldering Glance (Su): At 5th level, a disciple of Aaluran can cause an irrational sense of lust in another being simply by looking at him. This ability can be used a number of times daily equal to the disciples Appearance modifier. The disciple of Aaluran can make a gaze attack at a single creature within 30 feet. The creature must make a Will save (DC 10 + the disciple of Aaluran's class level + Charisma modifier) or be utterly captivated. This is a mind-affecting charm.

A captivated victim walks toward the disciple, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, into a lake, and so on.), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the disciple stands there and offers no resistance to any spellcasting or attacks by the disciple. The effect continues for 5 rounds plus a number of rounds equal to the disciple's Charisma modifier.

Divine Celibate

The deity Cevelis calls to those who wish to devote their bodies and minds to purity in her worship. Those who follow her are usually human or elf.

Many divine celibates are paladins. Some rangers chose a chaste life in her service and enjoy the companionship of their unicorn mount. Occasionally, an attractive fighter or rogue may choose the divine celibate's path of purity. Rarely, a sorcerer or bard is moved to become a servant of Cevelis. Spellcasters rarely pursue the celibate life of divine celibates, even those willing to give up sex in the deity's service usually cannot bear to be parted from their spellcasting progression.

NPC divine celibates live in a wide variety of settings. Larger temples to Cevelis have a few celibates as curates. In addition, they frequently serve as tutors/chaperones/guardians for the children of royal or noble families. Like paladins, they also adventure in the cause of their church.

Hit Die: d8.

Requirements

To qualify to become a divine celibate, a character must fulfill the following criteria.

Alignment: Any good.

Base Attack Bonus: +5.

Skills: Knowledge (religion) 4 ranks, Ride 5 ranks.

Feats: Mounted Combat, Ride-By Attack.

Special: Must worship Cevelis. Must obey the divine celibate's code of chastity.

Class Skills

The divine celibate's class kills (and the key ability for each skill) are Climb (Str),

Concentration (Con), Diplomacy (Cha), Heal (Wis), Intimidate (App or Cha), Jump (Str), Knowledge (religion) (Int), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the divine celibate prestige class.

Weapon and Armor Proficiency: A divine celibate gains no new weapon, armor, or shield proficiencies.

Spells: Beginning at 1st level, a divine celibate gains the ability to cast a small number of divine spells. To cast a spell, the divine celibate must have a Charisma score of at least 10 + the spell's level, so a divine celibate with a Charisma of 10 or lower cannot cast these spells. Divine celibate bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the divine celibate's Charisma modifier (if any). When the divine celibate gets 0 spells of a given level, the divine celibate gets only bonus spells. A divine celibate without a bonus spell for that level cannot yet cast a spell of that level. A divine celibate prepares and casts spells just as a cleric does. He may choose any spell off the cleric list or from the Good or Protection domains, though he does not get the granted power of the domains.

Sex Magic Resistance (Su): At 1st level, a divine celibate gains a +4 bonus to any saves against magic spells or effects with the Sexual descriptor.

Unicorn Mount (Su): At 1st level, a divine celibate gains the service of a unicorn to serve him in his endeavors (see The Divine Celibate's Mount sidebar).

Once per day, the divine celibate may magically call his mount from the celestial realms in which it resides. The mount immediately appears adjacent to the divine celibate and remains for 2

The Divine Celibate's Mount

The divine celibate's unicorn mount is a unicorn as described in Core Rulebook III except as noted here.

Divine Celibate Level	Bonus HD	Natural Armor	Str Adj.	Special
1st	+0	+0	+0	Share spells, empathic link, no home region
2nd	+1	+0	+0	Improved speed
3rd	+2	+1	+0	Celestial template
4th	+3	+2	+1	Damage reduction 5/evil
5th	+4	+3	+2	*Greater teleport*

Divine celibate Level: The divine celibate's class level.

Bonus HD: These are extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier as normal. Remember that extra Hit Dice improve the mount's base attack and base save bonuses. A divine celibate unicorn's base attack bonus is equal to a cleric whose level equals the mount's HD. The mount gains extra skill points and feats for bonus HD.

Natural Armor: The number listed here is an improvement to the mount's existing natural armor bonus.

Str Adj.: Add this figure to the unicorn's Strength score.

Share Spells: At the divine celibate's option, he may have any spell he casts on himself also affect his unicorn. The unicorn must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the unicorn if it moves farther than 5 feet away and will not affect the unicorn again even if the mount returns to the divine celibate before the duration expires.

Additionally, the divine celibate may cast a spell with a target of "You" on his mount (as a touch range spell) instead of on himself. The divine celibate and the unicorn can share spells even if the spells normally do not affect magical beasts.

Empathic Link (Su): The divine celibate has an empathic link with his unicorn out to a distance of up to one mile. The divine celibate cannot see through the mount's eyes, but they can communicate

No Home Region: A divine celibate's unicorn does not have a specific home region and cannot use greater teleport as other unicorns do.

Improved Speed (Ex): The mount's speed increases by 10 feet.

Celestial Template (Ex): The divine celibate's unicorn mount gains the celestial template (see Core Rulebook III).

Damage Reduction (Ex): The mount ignores damage from most weapons and natural attacks. It gains damage reduction 5/evil. This is in addition to damage reduction granted by the celestial template.

***Greater Teleport* (Sp):** When a divine celibate reaches 5th level, his unicorn gains the ability to *greater teleport* once per day as a 13th-level caster.

Table 3-6: The Divine Celibate

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	---Spells Per Day---		
1st	+1	+2	+0	+2	Unicorn mount, sex magic resistance	1	-	-
2nd	+2	+3	+0	+3	Virtuous mind	2	0*	-
3rd	+3	+3	+1	+3	Virtuous body	3	1	-
4th	+4	+4	+1	+4	Maintaining purity of purpose	3	2	0
5th	+5	+4	+1	+4	Turn evil outsiders, sex magic immunity	3	2	1

*Provided the divine celibate has sufficient Charisma to have a bonus spell of this level.

hours per level, though it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned. Each time the mount is called, it appears in full health, regardless of any damage it may have suffered previously.

Should the divine celibate's unicorn die, he may not summon another for 30 days (even if the mount is raised from the dead), during which the divine celibate suffers a -1 penalty on attack and damage rolls.

Virtuous Mind (Ex): At 2nd level, a divine celibate gains a +2 bonus on Will saves against Enchantment spells or effects because of her mental focus on purity.

Virtuous Body (Ex): At 3rd level, a divine celibate gains a +4 bonus on saves against disease or poison.

Maintaining Purity of Purpose (Su): Allies within 10 feet of the divine celibate gain a +2 morale bonus on saving throws against enchantment spells.

Turn Evil Outsiders (Su): When a divine celibate reaches 5th level, he gains the supernatural ability to turn nonnative evil outsiders. He may use this ability a number of times per day equal to three plus his Charisma modifier. He turns or destroys nonnative evil outsiders (outsiders with Evil and Extraplanar subtypes) as a good cleric of his character level turns undead (see Turn and Rebuke Undead in Core Rulebook I).

Sex Magic Immunity (Su): At 5th level, a divine celibate is immune to all magic spells and effects with the Sexual descriptor.

Code of Chastity: A divine celibate forswears all carnal pleasures. He may not engage in any sexual act. He loses all special class abilities if he ever willingly commits a carnal act. In such instances, divine celibate's powers can only be restored with an atonement spell (with the caster incurring the XP cost). Rape or other forms of forced sex (such as being under a dominate person spell) causes him to lose his powers for one month, but the divine celibate's chaste status may be immediately restored with an atonement spell (no XP cost).

Multiclass Note: A paladin who becomes a divine celibate may continue advancing as a paladin.

Ex-Divine Celibates

A divine celibate who pursues carnal pleasures loses all class features and spells and may not progress in levels as a divine celibate. He regains his abilities if he atones for his violations (see the atonement spell in Core Rulebook I). A divine celibate may be a multiclass character, but faces a special restriction. A divine celibate who gains a new class, or, if already a multiclass character, gains a level in a class other than divine celibate or paladin may never again raise his divine celibate level, though he retains all his divine celibate abilities.

Dominator

It's so hard not to fight the ropes-so hard to give in-so hard to feel them not as constricting but as embracing. Look into my eyes and know that you are safe. That you can surrender to me.

The dominator (in some cultures the male and female are given gender distinguishing titles: dominator for men, dominatrix for women) is an individual who finds satisfaction in reaching into the depths of a person's psyche and finding (some would argue "creating") a desire within them to submit. Dominators are intimately familiar with techniques that causes a being to enter into a mindset of submission including bondage, pain (physical and psychological), humilia-

Table 3-7: The Dominator

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Secret of the strict master/mistress	+1 level of existing class
2nd	+1	+0	+0	+3	Aura of authority +2	+1 level of existing class
3rd	+1	+1	+1	+3	*Dominate person* 1/day	+1 level of existing class
4th	+2	+1	+1	+4	Secret of the harsh master	+1 level of existing class
5th	+2	+1	+1	+4	Aura of authority +3	+1 level of existing class
6th	+3	+2	+2	+5	*Dominate person* 2/day	+1 level of existing class
7th	+3	+2	+2	+5	Secret of the severe master	+1 level of existing class
8th	+4	+2	+2	+6	Aura of authority +4	+1 level of existing class
9th	+4	+3	+3	+6	*Dominate person* 3/day	+1 level of existing class
10th	+5	+4	+3	+7	Secret of the cruel master	+1 level of existing class

tion (public and private), ritualistic behavior, and fetishes. For the dominator, the willing submission and subservience of other intelligent beings is a source of immense satisfaction. Those who do not easily bend to the will of the dominator simply require more intense attention and are all the more satisfying when they finally do succumb.

Clerics, especially those dedicated to harsh, lawful deities, are the most likely characters to become dominators, as well as charismatic wizards and sorcerers who find pleasure in getting others to heed their will. Oddly, monks are common dominators, as their iron will and sense of discipline goes hand in hand with the philosophy of this prestige class. The rare lawful rogue with an intense desire to control others sometimes becomes a dominator. Fighters sometimes become dominators, although most prefer to command others with their fighting skills rather than their will. Rangers and druids are almost never dominators.

Dominators work with others, but make it perfectly clear who is in charge. A dominator may have companions who act more like servants than equals. Except when training a new apprentice, dominators do not work with each other.

Hit Die: d8.

Requirements

To qualify to become a Dominator, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Save Bonus: Will +4.

Skills: Intimidate 8 ranks.

Feats: Iron Will, Leadership, Mentor.

Special: The dominator must undergo an apprenticeship for 6 months with another dominator, during which he learns the secrets of punishment, bondage, and sadomasochism.

Class Skills

The dominator's class skills (and the key ability for each skill) are Bluff (App or Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Wis), Heal (Wis), Intimidate (App or Cha), Perform (sexual techniques) (Cha), Profession (Wis), Sense Motive (Wis), Use Rope (Dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the dominator prestige class.

Weapon and Armor Proficiency: Dominators are proficient with daggers and all forms of whips. Dominators gain no proficiency with armor or shields.

Spellcasting: A dominator continues training in magic. Thus, when a new dominator level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

This means that he adds the level of dominator to the level of some other spellcasting class the character has to determine spells per day and caster level accordingly.

Secret of the Strict Master/Mistress (Su): At 1st level, a dominator learns how to temper the chaotic nature in a person and make them more lawful (and therefore, compliant). Once per day, a dominator may perform a ritual of humiliation, control, and dominance over a creature. The creature must be restricted or helpless in some way-tied up, caged, or magically restrained. The ritual takes 8 hours to perform, minus 1 hour per Charisma modifier of the dominator. Once complete, the target must make a Will save (DC 10 + 1/2 the dominator's level + Charisma modifier). If successful, the target's alignment shifts one category toward lawful. Both effects last for a number of days equal to the dominator's level. If the target's class is alignment dependent, they could lose their class abilities during that period, possibly requiring an *atonement* spell in the case of clerics or paladins.

Aura of Authority (Ex): At 2nd level, the dominator begins to exude an air of power that demands respect. He gains a +2 bonus on both Intimidate checks and to Will saves. This ability increases to +3 at 5th level and +4 at 8th level.

***Dominate Person* (Sp):** At 3rd level, a dominator can cast *dominate person* once per day. At 6th level, he can cast it twice per day and at 9th level, he can cast it three times per day. The DC is 14 + the dominator's Charisma modifier.

Secret of the Harsh Master (Su): At 4th level, the dominator learns the secret of inflicting exquisite pain in others. Once per day, the dominator can make a touch attack against an opponent. If he succeeds, the target is overcome with wracking pains that reduce Dexterity by 2 and impose a -4 penalty on attack rolls and skill and ability checks (Fortitude save negates; DC 10 + the dominator's Constitution modifier + the dominator's class levels). Both effects last for a number of rounds equal to the dominator's class level.

Secret of the Severe Master (Su): At 7th level, the dominator's knowledge of pain allows him to turn pain and damage that he sustains and passes it on to others. Once per day, when a dominator is dealt damage that causes a loss of hit points, he releases a pulse of pain that affects creatures around it. Every creature within 10 feet of the dominator must make a Fortitude save DC 15 negates. Half the damage that the dominator receives is divided up evenly among each creature that fails the save. This damage loses the "type" associated with it (for example, cold or electricity) and cannot be prevented by abilities that stop those types of damage. The dominator can choose to use this ability after he knows how much damage he receives.

Secret of the Cruel Master (Su): At 10th level, the dominator's understanding of pain and punishment are unsurpassed. Once per day, he can make a touch attack that causes ability damage. If the dominator succeeds in the touch attack, he can choose to cause 1d6 points of ability damage to the target's Strength, Dexterity, or Constitution (Fortitude save [DC 20] negates). Alternately, the dominator can choose to channel this ability through a whip, although the effect is reduced to 1d4 points of ability score damage.

Fey Enticer

Come here, my pretty. Were you lost in the woods? Don't worry; I've found you now. You never have to worry about anything else ever again.

Beautiful and elusive: These words come to mind when one thinks of fey. Even among these lovely creatures, there are paragons of attractiveness and those that epitomize desire.

Fey who seek to enhance their natural spell-like and supernatural abilities become fey enticers. Through devotion to beauty and taking superlative care of themselves, they become even more beautiful.

Many fey in the competitive environments of the Seelie and Unseelie Courts pursue the path of a fey enticer. They feel driven to outshine their peers and be the loveliest of the lovely and most graceful of the gifted.

Hit Die: d6.

Requirements

To qualify to become a fey enticer, a character must fulfill the following criteria.

Race: Fey.

Alignment: Any nonlawful.

Skills: Escape Artist 8 ranks.

Class Skills

The fey enticer's class kills (and the key ability for each skill) are Bluff (App or Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (App), Escape Artist (Dex), Handle Animal (Wis), Knowledge (nature) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the fey enticer prestige class.

Weapon and Armor Proficiency: A fey enticer gains no new weapon, armor, or shield proficiencies.

Enhanced Spell-Like Abilities (Su): At 1st level, a fey enticer adds +1 to the DC of all her spell-like abilities. At 3rd level, this improves to +2.

***Suggestion* (Sp):** The fey enticer can use *suggestion*, as the spell, a number of times per day equal to her fey enticer level. The DC is Appearance-based.

Appearance Increase (Ex): As the fey enticer gains levels in this prestige class, she becomes increasingly more beautiful. At 2nd level, she gains a +1 inherent bonus to her Appearance score. At 4th level, the bonus increases to +2.

Spellcasting: At each fey enticer level indicated in Table 3-8, she gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a fey enticer, the player must decide to which class to add the level for purposes of determining spells per day and spells known.

Table 3-8: The Fey Enticer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Enhanced spell-like abilities +1, *suggestion*	
2nd	+1	+0	+3	+3	Appearance increase, enhanced supernatural abilities +1	+1 level of existing class
3rd	+1	+1	+3	+3	Enhanced spell-like abilities +2	
4th	+2	+1	+4	+4	Appearance increase, enhanced supernatural abilities +2	+1 level of existing class
5th	+2	+1	+4	+4	Enticing aura	

Enhanced Supernatural Abilities (Su): At 2nd level, a fey enticer adds +1 to the DC of all her supernatural abilities. At 4th level, this improves to +2.

Enticing Aura (Su): This ability affects all humanoids and monstrous humanoids within 30 feet of a fey enticer. Those who look directly at a fey enticer must succeed at a Will save or be affected as though by a charm monster spell. Caster level is equal to the fey enticer's Hit Dice. The save DC is Appearance-based. This ability can be turned off and on at will by the fey enticer.

Frenzied Disciple

The beat of the drums pulsed like a mad thing, reverberating off the trees that surrounded the revel. The dancers swung around in crazed, yet strangely elegant motions, moving like strange spirits in the light of the enormous bonfire. The merchants sat around the fire, watching the near-naked dancers with a mixture of awe and lust.

The leader of the strange band of feral-looking women offered to set up camp next to theirs. In the wilds of the Fell Woods, such an offer was difficult to pass up. The tempo of the drums increased and the dancers whirled at an even more dizzying rate-they began a low-pitched roar, causing the merchants to stop their drinking and gaze in wonder.

One of the dancers, a stunning redhead wearing a veil that covered yet revealed her perfect breasts, reached out to the caravan leader. She pulled him into the dance, to the shouts of approval by the drunken men, who raised their tankards in encouragement. The dancers swirled around the merchant captain, who teetered about, laughing and spilling wine. The beat grew faster and faster, when suddenly the shouts of the dancers became a feral scream. They descended upon the drunken captain as a swarm, and began tearing him limb from limb. When finished, they turned their attention to the rest of the men, who had clumsily reached for their weapons. Their dying screams blended with the feral shrieks of the frenzied disciples.

The whirl of the dance. The pleasure that comes from wine, lovers, and song. The passion that wells up from within and causes destruction, madness, and utter freedom of the soul. These are the mantras of the frenzied disciple, a person who surrenders herself to the moment of hedonistic urges in order to become one with her deity. The frenzied disciple is the quintessential chaotic being-one that revels in excessive drink, lovemaking, and dance to build an intense, almost unstoppable fury that is directed at everything around her. Frenzied disciples are dedicated to particularly open-minded and irresponsible deities that ask their followers to give up reason and sanity to join "the dance of life." As they dance, frenzied disciples fall into a bloodthirsty trance, grappling anyone nearby and tearing them apart with their bare hands. They have few tenets in life other than live it to the extreme. As a result, frenzied disciples are the sworn enemies of many lawful lands, religions, and deities.

Barbarians, fighters, rogues, and bards are the most likely candidates to become frenzied disciples, reveling in the freedom and lack of responsibility it provides. On occasion, wizards, sorcerers, and clerics who worship chaotic deities become frenzied disciples, augmenting their whirling dances with displays of might and magic.

Frenzied disciples prefer to work, play, and sleep with as many other people as possible. They enjoy banding together with others who live and play hard, as long as they don't follow too many restrictions in life.

Hit Die: d10.

Requirements

To qualify to become a frenzied disciple, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Base Attack Bonus: +5.

Feats: Endurance.

Skills: Perform (dance) 4 ranks.

Special: Must engage in a revel of drinking, dancing, and sexual pleasure with at least one other frenzied disciple, lasting three consecutive days.

Class Skills

The frenzied disciple's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Table 3-9: The Frenzied Disciple

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Improvised weapons
2nd	+1	+3	+0	+0	Mesmerizing dance
3rd	+2	+3	+1	+1	Claws
4th	+3	+4	+1	+1	
5th	+3	+4	+1	+1	Arousing dance
6th	+4	+5	+2	+2	Fearsome dance
7th	+5	+5	+2	+2	Increased Claw Damage
8th	+6	+6	+2	+2	Ecstatic dance
9th	+6	+6	+3	+3	Rend
10th	+7	+7	+3	+3	Frenzied dance

Class Features

All the following are class features of the frenzied disciple prestige class.

Weapon and Armor Proficiency: Frenzied disciples' are proficient with simple weapons, but gain no proficiency with armor or shields.

Improvised Weapons (Ex): At 1st level, a frenzied disciple is able to use anything on hand as a weapon, including tankards, rocks, bottles, and the like. She suffers no penalty on attack rolls while using improvised weapons.

Dance Abilities: The frenzied disciple possesses a number of abilities that use dancing to create magical effects. A frenzied disciple can call on these abilities (regardless of how many different dances the character possesses) a total number of times per day equal to the PC's class level, just as a bard uses the bardic music abilities. Unless noted otherwise, treat these dance abilities as you would bardic music abilities.

Mesmerizing Dance (Su): At 2nd level, a frenzied disciple can dance in a hypnotic manner that can captivate those that watch for too long. A number of times per day equal to their Charisma modifier, a frenzied disciple may make a full-round action to engage in a spiraling dance. All creatures within 30 feet of the frenzied disciple must make a Will save (DC 10 + class level + Charisma modifier or Appearance modifier), or become fascinated, as the bard's *fascinate* ability. This ability lasts for a number of rounds equal to her class level after she stops dancing. After the initial round to activate this ability, the frenzied disciple is free to perform other standard actions, although her move is reduced by half due to her dancing.

A frenzied disciple may only benefit from one "dance" class ability at a time. If she performs a new dance while under the effects of another type of dance, the old effect immediately ends. She may prolong a current dance, as long as she has remaining uses per day and performs the dance before the current effect ends.

A frenzied disciple cannot use this or the other "dance" class abilities if she is wearing medium or heavier armor or is carrying a medium or heavier load.

Claws (Ex): At 3rd level, the frenzied disciples' hands grow long, tough nails, allowing her to make claw attacks, with the damage determined by their size (see below). If the frenzied disciple already has claw attacks, their damage is increased by +2.

Size	Claw Damage
Small	1d3
Medium	1d4
Large	1d6

At 7th level, the damage from the frenzied disciple's claws increases to two dice. For example, a 7th level Medium frenzied disciple deals 2d4 points of damage with her claws.

Arousing Dance (Su): At 5th level, a frenzied disciple may dance in a highly provocative manner that makes her extremely desirable. This has the same activation and duration as the mesmerizing dance ability above. During the dance, all creatures within 30 feet of the frenzied disciple must make a Will save (DC 10 + class level + Charisma modifier or Appearance modifier) or be affected by the *seduction* spell.

Fearsome Dance (Su): At 6th level, the frenzied disciple knows how to dance in such a way as to inspire fear and dread in those who watch. This has the same activation as the mesmerizing dance ability above. During the dance and a number of rounds afterward equal to her class level, the frenzied disciple produces a *cause fear* effect with a 30-foot radius.

Ecstatic Dance (Su): At 8th level, a frenzied disciple can work herself into a transcendental dance that lets her ignore damage, debilitating effects, and certain supernatural effects. This has the same activation and duration as the mesmerizing dance ability above. Once the dance is complete, the frenzied disciple is immune to all mind-affecting spells or supernatural abilities. In addition, the frenzied disciple acts as if she had the Diehard feat.

Rend (Ex): At 9th level, a frenzied disciple who successfully hits with both claw attacks can tear the flesh, leaving terrible wounds. This attack deals an additional 2d4 points of damage.

Frenzied Dance (Su): At 10th level, once per day, a frenzied disciple may work herself into a terrible, whirling dance, similar to a barbarian's rage. This has the same activation and duration as the mesmerizing dance ability above. The frenzied disciple gains a +2 bonus to Strength and Constitution and a +1 morale bonus on Will saves, but she takes a -2 penalty to Armor Class. The frenzied disciple is fatigued for the same number of rounds that she was involved in the frenzied dance. This ability does not stack with the barbarian's rage ability-the frenzied disciple must choose one or the other, though it does not count against the number of times per day she may rage.

Sample Frenzied Disciple

Menerra: Female half-elf barbarian 5/frenzied disciple 8; CR 13; Medium humanoid; HD 5d12+15 plus 8d10+24; hp 109; Init +1; Spd 30 ft; AC 17, touch 13, flat-footed 16; Base Atk +11; Grp +14; Atk +15 melee (1d6+4, claw) or +15 melee (1d10+4, +1 *greatclub*); Full Atk +15/+10/+5 melee (1d6+4, claw) or +15/+10/+5 melee (1d10+4, +1 *greatclub*); SQ Arousing dance, claws, ecstatic dance, fearsome dance, improved uncanny dodge, improvised weapons, mesmerizing dance, rage 2/day, trap sense +1, uncanny dodge; AL CN; SV Fort +13; Ref +4, Will +3; Str 16, Dex 12, Con 16, Int 8, Wis 10, Cha 16, App 18

Skills and Feats: Climb +8, Escape Artist +4, Handle Animal +4, Intimidate +10, Jump +11*, Listen +3, Perform (dance) +13, Perform (sexual technique) +10**, Spot +4, Survival +4, Swim +5*; Animal Magnetism, Dodge, Improved Unarmed Strike, Pleasing Physique, Power Attack.

Possessions: *+1 greatclub, enticing studded leather +1, amulet of mighty fists, lesser headdress of the enticing dancer, boots of striding and springing,* 2 *potions of bull's strength,* 3 *potions of cure light wounds,* 2 *potions of cure moderate wounds, potion of darkvision,* 4 *elixirs of love,* 2 *vials of birth shield.*

Arousing Dance (Su): Menerra may make a full-round action to engage in a spiraling dance. All creatures within 30 feet of her must make a Will save (DC 20), or be affected by the *seduction* spell. Menerra is free to perform other standard actions, although her move is reduced by half due to the dancing.

Claws (Ex): Menerra's hands function as claws, dealing 1d6+4 points of damage. She is never considered unarmed.

Ecstatic Dance (Su): Menerra may make a full-round action to engage in a spiraling dance. Once the dance is complete, the frenzied disciple is immune to all mind-affecting spells or supernatural abilities. In addition, the frenzied disciple acts as if she had the Diehard feat.

Fearsome Dance (Su): Menerra may make a full-round action to engage in a spiraling dance. During the dance and for 8 rounds afterward, Menerra produces a *cause fear* effect with a 30-foot radius. After the initial to activate this ability, Menerra is free to perform other standard actions, although her move is reduced by half due to the dancing.

Improved Uncanny Dodge (Ex): Menerra cannot be flanked except by a rogue of at least four levels higher than her.

Improvised Weapons (Ex): Menerra suffers no penalty on attack rolls while using improvised weapons.

Mesmerizing Dance (Su): Menerra may make a full-round action to engage in a spiraling dance. All creatures within 30 feet of her must make a Will save (DC 20), or become fascinated, lasting 8 rounds after she stops dancing. After the initial to activate this ability, Menerra is free to perform other standard actions, although her move is reduced by half due to her dancing.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 6 rounds. The following changes are in effect as long as the rage lasts: HD 2d12 +8 (21 hp); AC 15, touch 11, flat-footed 14; Base Attack: +13; Grapple +16; Atk +17 melee (1d6+6, claw) or +17 melee (1d10+6, +1 *greatclub*); Full Atk +17/+12/+7 melee (1d6+6, claw) or +17 melee (1d10+6, +1 *greatclub*); SV Fort +15, Will +5; Str 20, Con 20

Trap Sense (Ex): Menerra has an intuitive sense that alerts her to danger from traps, granting a+1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): Menerra can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC even when caught flat-footed.

* Modified for Armor Check penalty

** Pleasing Physique Feat—Constitution modifier for a skill check.

Harem Protector

Standing in the darkened corner, Azed looked like a silent mountain, observing the bacchanalian revel before him with dispassionate eyes. Naked figures danced and cavorted all around him, moving like ghosts in the thick haze of incense and other, intoxicating smoke. Throughout the lush marble halls bedecked with satin pillows, lovers rutted in a mass of writhing flesh, their cries of passion mixing with the sultry music provided by blindfolded musicians. His eyes moved across the naked forms before him as couples, triads, and larger groups engaged in a wide variety of sexual positions. They paid him no attention, but he accepted it without qualm-it was his duty to protect, so that others may enjoy themselves.

Among certain societies, harems and concubines are common, accepted parts of the social fabric. To protect them from unwanted eyes, or even worse, kidnappers who wish to claim the concubines as their own, warriors are charged with their safety. Harem protectors are the elite, mighty warriors who rely on Intimidation as much as their skill with a sword to guard the harem. In order to keep their intents pure, harem protectors are always eunuchs-lacking a sex drive and genitalia, they are not swayed to "sample" the concubines they protect. As they grow in power, harem protectors also become resistant to enchantments, which might be used to distract them from their duties.

Harem protectors are usually trained as fighters or monks before they undergo the procedure to make the harem protectors. A few rogues also undergo the procedure needed to become a harem protector. Even more rare are clerics, sorcerers, and wizards, who can lend powerful magic to augment their physical prowess. Some cases exist where paladins, dedicated to sexual, yet loving, deities, sometimes take the additional burden of becoming a eunuch in order to defend others as a harem protector. Druids and rangers becoming harem protectors is almost unheard of.

As elite guardians, there is typically only one harem protector per harem, often in charge of a number of regular warriors. In wealthy or powerful households, there might be multiple harem protectors, who each command a cadre of regular warriors. In

Table 3-10: The Harem Protector

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Spurn seduction, vigilance, no sex drive
2nd	+2	+3	+0	+3	Resist enchantments
3rd	+3	+3	+1	+3	*Shield other*
4th	+4	+4	+1	+4	Bonus Feat
5th	+5	+4	+1	+4	Uncanny dodge
6th	+6	+5	+2	+5	Bonus Feat
7th	+7	+5	+2	+5	Immunity to enchantments
8th	+8	+6	+2	+6	Bonus Feat
9th	+9	+6	+3	+6	Improved uncanny dodge
10th	+10	+7	+3	+7	*Shield harem*

instances in which the harem must leave the safety of home, harem protectors sometimes work with almost any other character class, although they are suspicious of paladins, who almost universally disapprove of the harem in the first place.

Hit Die: d10.

Requirements

To qualify to become a harem protector, a character must fulfill all the following criteria.

Alignment: Any lawful

Base Attack Bonus: +5.

Feats: Alertness, Sterile.

Skills: Intimidate 8 ranks.

Class Skills

The harem protector's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the harem protector prestige class.

Weapon and Armor Proficiency: Harem protectors are proficient with simple and martial weapons. Harem protectors are proficient with all armor and with shields.

Spurn Seduction (Ex): At 1st level, a harem protector is immune to any skill checks that attempt sexual seduction or use sexuality to influence his behavior. All opposed skill checks used in this way against the harem protector automatically fail.

Eunuch: Eunuchs have had their genitals removed, and therefore lack any sort of sex drive. They are incapable of attaining an erection, and harem protectors do not gain any benefit from feats that provide bonuses for performing sexual acts, such as Orgone, Kundalini, or Tantric. In addition, they cannot impregnate a female and can only spend 1 rank in Perform (sexual technique) per level.

Vigilance (Ex): Starting at 1st level, a harem protector adds his class level to all Listen and Spot checks.

Resist Enchantments (Su): At 2nd level, a harem protector adds his class level to all saving throws against spells and spell-like abilities with the enchantment descriptor.

***Shield Other* (Sp):** At 3rd level, a harem protector may cast *shield other* once per day with a caster level equal to the harem protector's class level.

Uncanny Dodge (Ex): At 3rd level, a harem protector gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even is he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If a harem protector already has uncanny dodge from a different class (a harem protector with at least four levels in rogue, for example), he automatically gains improved uncanny dodge (see below) instead.

Bonus Feats: At 4th, 6th, and 8th level, the harem protector gets a bonus feat. The bonus feat must be selected from the following list, and the harem protector must meet all the prerequisites for the feat to select it.

Athletic, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Disarm, Improved Grapple, Improved Unarmed Strike, Iron Will, Mobility, Power Attack, Toughness, and Weapon Focus.

Immunity to Enchantments (Su): At 7th level, a harem protector is immune to all Enchantment spells and spell-like abilities.

Improved Uncanny Dodge (Ex): At 9th level and higher, a harem protector can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the harem protector by flanking him, unless the attacker has at least four more rogue levels than the target has harem protector levels.

If the harem protector already has the uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

***Shield Harem* (Sp):** At 10th level, the harem protector may imbue a protective shield once per day to all allied creatures within 30 feet. This effect is as the *shield other* ability above, although the protected creatures gain a +4 deflection bonus to AC and a +4 resistance bonus on saves. This ability is commonly used first thing in the morning in the presence of the harem to be protected, thus bolstering their safety throughout the day.

Sample Harem Protector

Azed Lowborn: Male Human Ftr 5/Harem Protector 5; CR 10; Medium humanoid; HD 10d10+20; hp 74; Init +5; Spd 30 ft. (20 ft. in armor); AC 21, touch 12, flat-footed 19; Base Atk +10; Grp +13; Atk +15 melee (+2 *falchion*, 2d4+8/18-20) or +12 ranged (dagger, 1d4+3/19-20); Full Atk +15/+10 melee (+2 *falchion*, 2d4+8/18-20); SQ Spurn seduction, resistance to enchantments, *shield other*, uncanny dodge; AL LN; SV Fort +11; Ref +4, Will +10; Str 17, Dex 14, Con 13, Int 17, Wis 12, Cha 8, App 13.

Skills and Feats: Intimidate +7, Listen +6, Search +2, Sense Motive +5, Spot +3, Swim +2 (-7 in armor); Alertness, Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion)

Spurn Seduction (Ex): Azed is immune to any skill checks that attempt sexual seduction or use sexuality to influence his behavior. All opposed skill checks used in this way against the harem protector automatically fail.

Vigilance (Ex): Azed adds his class level to all Listen and Spot checks.

Resist Enchantments (Su): Azed adds his class level to all saving throws against enchantment spells and spell-like abilities.

***Shield Other* (Sp):** Azed may cast *shield other* once per day as if by a 5th-level cleric.

Possessions: *+2 falchion, +2 half-plate,* 3 daggers, *cloak of resistance +1,* 2 *potions of cure light wounds,* 2 *potions of blur, potion of bear's strength, potion of enlarge person.*

Knot Binder of Kaladis

Trembling, the couple joined hands and raised them up. The Knot Binder of Kaladis, a kindly looking gnome with a neatly trimmed beard and twinkling eyes, smiled at them and placed his hand on top of theirs. "My children, you have pledged to your families, your village, and to your gods. The great binder himself, Kaladis, now touches you through my own flesh, consummating your decision to join together in union." The smile fell from his face and he gazed at them with a seriousness that caused the couple to sweat. "Do you understand the sanctity and the responsibility that you take by joining together?"

There was an uncomfortable pause before the young man steeled himself and squared his shoulders. "I do, Knot Binder of Kaladis. Before my family, my love, and the great Kaladis himself, I do swear." His bride smiled deeply and closed her eyes. "As do I, Knot Binder of Kaladis."

The stern look on the Knot Binder of Kaladis's face was replaced by a look of peace and joy. "Then by his blessing, I do bind you two together in the eyes of Kaladis. May this union last as long as your love is true." The couple, now legally

Table 3-11: The Knot Binder of Kaladis

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Witness, discern lie	+1 level of existing class
2nd	+1	+3	+0	+3	*Find true love*	+1 level of existing class
3rd	+2	+3	+1	+3	*Seek the broken vow*	+1 level of existing class
4th	+3	+4	+1	+4	*Zone of Truth*	+1 level of existing class
5th	+3	+4	+1	+4	Inviolate oath	+1 level of existing class

bound, embraced, tears of happiness streaming down their faces.

Knot binders are the servants of Kaladis, the deity of unions, contracts, and sacred vows. They are universally respected as neutral observers between parties, most often as justices-of-the-peace for marriages, but also as witnesses to the signing of legal documents and any other circumstance that requires an objective third party. In general, a knot binder of kaladis acts as a representative for any union—heterosexual, homosexual, triad, polygamous-it matters not as long as the vows are taken seriously and with full knowledge of the consequences of being untrue in the eyes of Kaladis, the Keeper of Vows. Knot binders are highly concerned with "solid" bonds, especially those that improve the status of a given family or the production of heirs to rightful titles, lands, and other legacies.

Knot binders can be found in almost any land, sometimes belonging to a community or moving about freely. Knot binders strive to remain objective and outside political, racial, or social entanglements. Despite this, several factions of knot binders have emerged, focusing on the social mores of given societies, resulting in terrible schisms and conflicts between groups, which often pull secular organizations and countries into their conflicts. These schisms occur on various topics of sexuality—some knot binders espouse monogamous, heterosexual pairings, while others believe in polygamy or homosexual unions. Other groups believe in even more unusual marriages and unions.

Almost all knot binders start out as clerics of Kaladis, although paladins and monks are close behind in numbers. Fighters, sorcerers, and wizards who follow the creed of Kaladis sometimes become knot binders. Because of the alignment restriction, barbarian and bard knot binders are nonexistent and extremely few druids or rogues take on this prestige class.

Knot binders sometimes establish temples dedicated to Kaladis, drawing together clerics and other knot binders into the fold. Otherwise, they may choose to work with other classes (almost always lawful) or alone, forming unions and witnessing contracts wherever it's required.

Hit Die: d8.

Requirements

To qualify to become a knot binder of Kaladis, a character must fulfill all the following criteria.

Alignment: Lawful good, lawful neutral, neutral, or neutral good.

Base Attack Bonus: +3.

Feats: Negotiator.

Patron: Kaladis.

Skills: Diplomacy 8 ranks, Sense Motive 2 ranks.

Special: Must take a vow to bear witness to any union or contract signing when asked.

Class Skills

The knot binder of Kaladis's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (local) (Int) Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the knot binder of Kaladis prestige class.

Weapon and Armor Proficiency: Knot binders gain no new proficiencies with any weapons, armor, or shields.

Spellcasting: A knot binder of Kaladis continues training in magic. Thus, when a new knot binder of Kaladis level is gained, the character gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This means that he adds the level of knot binder of Kaladis to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

Witness (Ex): Except in rare instances, a knot binder of Kaladis is considered a neutral observer with full legal authority to witness unions (marital or otherwise) and contracts. Contracts or vows made in the presence of a knot binder of Kaladis are considered legal and binding in a court of law or when dealing with vows made to deities. Except in utterly lawless or evil and uncaring lands, knot binders enjoy a certain amount of diplomatic immunity. They cannot be held by courts of law without solid evidence that the knot binder of Kaladis has committed a grievous crime. Because of this, knot binders are obliged to follow the laws and customs of the communities they serve-any gross violation of this oath means that he ceases to be a knot binder of Kaladis (see Ex-knot binders below).

***Discern Lie* (Sp):** At 1st level, a knot binder of Kaladis may use *discern lie* as the spell at will. The knot binder of Kaladis must still make a concentration check to see if he succeeds.

***Find a Soulmate* (Sp):** At 2nd level, a knot binder of Kaladis may cast *find true love* (see page 105) once per day.

Seek the Broken Vow (Su): At 3rd level, a knot binder of Kaladis may peer into the heart of a sentient creature to see what vows he has broken. Once per day, as a full-round action, the knot binder of Kaladis may touch a creature, and they make opposed Will saves. On a success, both the knot binder of Kaladis and the creature immediately recognizes all vows, oaths, and contracts, including those made to themselves as well as with other people or to the deities, that the creature has broken. This flood of insight causes the target creature to be stunned for a number of rounds equal to the Wisdom modifier of the knot binder of Kaladis.

***Zone of Truth* (Sp):** At 4th level, a knot binder of Kaladis may cast *zone of truth* three times per day.

Inviolate Oath (Su): At 5th level, a knot binder of Kaladis gains the ability to create a mystical bond that requires the contractors to keep their word or suffer serious consequences. Once per day, a knot binder of Kaladis can cast *geas/quest* on all people within 30 feet who make a vow or sign some sort of contract. This can be a pledge to marriage, a legal contract, or a vow of some kind. Once the vow or ritual is complete, the subjects must make a Will save (DC 10 + Charisma modifier + class level of the knot binder of Kaladis). If one of the contractors ever willingly breaks the rules outlined, they are subject to a *geas/quest* spell until they return back to the proscribed behavior. This effect also ends if the contract is fulfilled or reaches a given period outlined in the contract or vow.

Ex-Knot Binders

A knot binder of Kaladis who ceases to be lawful neutral or lawful good, willfully commits a chaotic act, or seriously violates the oath he took to Kaladis loses all knot binder of Kaladis special abilities and spells. He may not progress farther in levels of knot binder of Kaladis. The ex-knot binder of Kaladis may regain his abilities if he atones for his crimes (as per the *atonement* spell).

Sample Knot Binder of Kaladis

Shem: Male Gnome Clr 7/knot binder of Kaladis 4; CR 11; Small humanoid; HD 11d8; hp 44; Init +1; Spd 15 ft.; AC 20, touch 13, flat-footed 19; Base Atk +8; Grp +7; Atk +8 melee (*+1 light mace*, 1d4) or +11 ranged (masterwork light crossbow, 1d6/19-20); Full Atk +8/+3 melee (*+1 light mace*, 1d4) or +11/+6 (masterwork light crossbow, 1d6/19-20; SA turn undead 7/day; SQ Low-light, vision, diplomatic immunity, *discern lies*, witness, *zone of truth*; AL LG; SV Fort +9; Ref +4, Will +13; Str 8, Dex 12, Con 10, Int 14, Wis 18, Cha

16, App 13

Skills and Feats: Concentration +3, Craft (alchemy) +6, Craft (goldsmith) +4, Diplomacy +19, Heal +10, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (religion) +7, Listen +6, Sense Motive +15, Spellcraft +9; Brew Potion, Negotiator, Scribe Scroll, Skill Focus (Diplomacy).

***Discern Lie* (Sp):** Shem may cast *discern lie* at will, although he must still make Concentration checks.

***Find a Soulmate*(Sp):** Shem may cast *find true love* once per day.

Seek the Broken Vow (Su): Once per day, Shem may touch a creature, and both make opposed Will saves. On a success, he and the creature immediately recognizes all vows, oaths, and contracts, including those made to themselves as well as with other people or to the deities, that the creature has broken. The creature is stunned for a number of rounds equal to the Wisdom modifier of the knot binder of Kaladis by this revelation.

Turn Undead (Su): Shem may turn undead as a 7th-level cleric 7 times per day. He gains a +2 bonus on turning undead attempts.

Witness: Shem is considered a legally binding witness to any oath, contract, marriage, or vow made in his presence.

***Zone of Truth* (Sp):** Shem may cast *zone of truth* three times per day as an 11th level cleric.

Cleric Spells Prepared (3/2/1/1; save DC 18 + spell level): 0-*analyze fertility**, cure minor wounds, detect magic, mending, read magic, resistance;* 1st-*bless, comprehend languages, cure light wounds, detect evil, remove fear, sanctuary*, shield faith;* 2nd-*augury, calm emotions*, cure moderate wounds, lesser restoration, mantle of love**, shield other;* 3rd-*daylight, liar's curse, prayer, protection from energy*, remove curse, remove disease;* 4th-*blessed seed**, cure critical wounds, lifebond**, mind to mind**, order's wrath*;* 5th-*mark of justice, mass sanctuary, spell resistance*;* 6th-*antimagic field*, geas/quest.*

* Domain spell. *Deity:* Kaladis. *Domains:* Law (cast law spells at +1 caster level), Protection (protective ward grants +10 resistance bonus next save, 1/day).

** New spell in this book.

Possessions: *+1 light mace,* masterwork light crossbow, 20 masterwork bolts, *+2 breastplate, cloak of charisma +2, periapt of wisdom +2, ring of protection +1, 2 elixirs of love,* 2 potions of *sanctuary, potion of eagle's splendor,* potion of *owl's wisdom, potion of cure serious wounds, potion of fly,* scroll of *dispel magic,* scroll of *break enchantment,* 2 scrolls of *shield of faith,* 2 scrolls of *detect chaos,* scroll of *bear's endurance,* scroll of *status, wand of cure light wounds,* masterwork condom, backpack, silver holy symbol.

Metaphysical Spellshaper

You merely cast spells—I interact with a spell. It's the difference between masturbation and making love.

The metaphysical spellshaper specializes in mastery of metamagic feats. Though it comes with a cost, a spellshaper can spontaneously alter spells he has prepared or spells he knows. He can even push spells to heights undreamed of by his peers.

Spellcasters serious about the study of magic and the perfection of it as an art pursue the path of a metaphysical spellshaper. Most are wizards, but many sorcerers and some clerics also delve into metamagic secrets.

NPC metaphysical spellshapers tend to have status in magic-focused guilds and are often highly regarded for their knowledge and skill.

Hit Die: d4.

Requirements

To qualify to become a metaphysical spellshaper, a character must fulfill the following criteria.

Skills: Craft (sculpting or weaving) 3 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Feats: Any two Metamagic Feats.

Spells: Ability to cast 3rd-level spells.

Class Skills

The metaphysical spellshaper's class kills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the metaphysical spellshaper prestige class.

Weapon and Armor Proficiency: A metaphysical spellshaper gains no new weapon, armor, or shield proficiencies.

Spellcasting: A metaphysical spellshaper continues training in magic. Thus, when a new metaphysical spellshaper level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This means that he adds the level of metaphysical spellshaper to the level of some other spellcasting class the character has to determine spells per day and caster level accordingly.

Metamagic Manipulation (Su): At 1st level, a metaphysical spellshaper gains the ability to cast metamagic spells spontaneously by taking ability damage instead of increasing the level of the spell.

The metaphysical spellshaper takes one point of ability damage for each spell level by which he is increasing the spell through metamagic. He chooses which of his ability scores to damage. All damage from a casting of a spell must go to the same ability.

In this manner, the metamagic manipulation can increase a spell's level beyond the caster's normal capabilities. The caster must still have a sufficient ability score to cast a spell of the level to which metamagic enhanced it.

For instance, Larpurl is a human 6th-level wizard and 1st-level metaphysical spellshaper. He has the metamagic feats Enlarge Spell and Maximize Spell. With a caster level of 7th, he can cast up to 4th level spells. Though he knows *fireball*, he is not of sufficient level to cast a maximized *fireball*, which would make it a 7th-level spell. However, as a metaphysical spellshaper with metamagic manipulation, he can cast a maximized *fireball*

Table 3-12: The Metaphysical Spellshaper

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Metaphysical metamagic	+1 level of existing class
2nd	+1	+0	+0	+3	Bonus metamagic feat	+1 level of existing class
3rd	+1	+1	+1	+3	Metamagic mastery	+1 level of existing class

by taking 3 points of ability damage to a single ability of his choosing. He has a 17 Intelligence, which enables him to cast a 7th-level spell.

Ability damage taken from metamagic manipulation is resistant to magical restoratives. A character attempting to cast a spell that restores ability damage (such as *lesser restoration*) lost by metamagic manipulation must succeed on a DC 20 caster level check, or the spell has no effect on the injured metaphysical spellshaper. Ability damage returns at the normal rate with rest and time. The exception to this is the sexual healing ability of the sacred prostitute (see below).

A spell cast in this manner requires more time. If the spell's normal casting time is 1 action, casting a metamagically manipulated spell is a full-round action. For a spell with a longer casting time, it takes an extra full-round action to cast the spell.

Bonus Metamagic Feat: At 2nd level, a metaphysical spellshaper gets a bonus metamagic feat.

Metamagic Mastery: At 3rd level, the metaphysical spellshaper reduces the final spell-level slot required by metamagic feats by one (to a minimum of one). This applies to all metamagic feats applied to a spell. For instance, a maximized spell with metamagic mastery uses a spell slot two levels higher than the spell's original level, rather than three. A maximized, widened spell uses a slot five levels higher than the spell's original level, rather than six. This benefits both traditionally metamagic spells and those cast with metamagic manipulation.

Sample Metaphysical Spellshaper

Larpurl: Male human wizard 6/metaphysical spellshaper 1; CR 7; Medium humanoid; HD 7d4+7; hp 26; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20, dagger); Full Atk +3 melee (1d4/19-20, dagger); SQ empathic link, metamagic manipulation, owl familiar, share spells; AL N; SV Fort +3; Ref +4, Will +8 ; Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8, App 13.

Skills and Feats: Concentration +7, Craft (sculpting) +8, Knowledge (arcana) 10, Listen +3, Spellcraft 12, Spot +3 (+6 in areas of shadowy illumination); Alertness, Enlarge Spell, Eschew Materials, Heighten Spell, Maximize Spell, Still Spell.

Empathic Link (Su): Larpurl can communicate telepathically with his familiar, Goldeye, at a distance of up to 1 mile. He has the same connection to an item or a place that his familiar does.

Metamagic Manipulation: Larpurl has the ability to cast metamagic spells spontaneously by taking ability damage instead of increasing the level of the spell.

Larpurl takes one point of ability damage for each spell level by which he is increasing the spell through metamagic. He chooses which of his ability scores to damage. All damage from a casting of a spell must go to the same ability.

Goldeye, Owl Familiar: Goldeye grants Larpurl a +3 bonus on Spot checks in areas of shadowy illumination. It also grants Alertness as long as it is within 5 feet. The familiar uses the better of its won and its master's base save bonuses. The creature's abilities and characteristics are summarized below.

Goldeye

Tiny Owl Familiar: CR -; Tiny magical beast; HD 7; hp 13; Init +3, Spd 10 ft., fly 40 ft. (average); AC 20, touch 15, flat-footed 17; Base Atk +3; Grp -2; Atk +6 melee (1d4-3 talons); Full Atk +6 melee (1d4-3 talons); Space/Reach 2-1/2 ft./0 ft.; SQ deliver touch spells, improved evasion, low-light vision, speak with master; AL N; SV Fort +2, Ref +5, Will +7; Str 4, Dex 17, Con 10, Int 8, Wis 14, Cha 4, App 7.

Skills and Feats: Concentration +6, Craft (sculpting) +3, Knowledge (arcana) 8, Listen +14, Move Silently +17, Spellcraft 8, Spot +6 (+10 in areas of shadowy illumination); Weapon Finesse.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw half, this creature takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

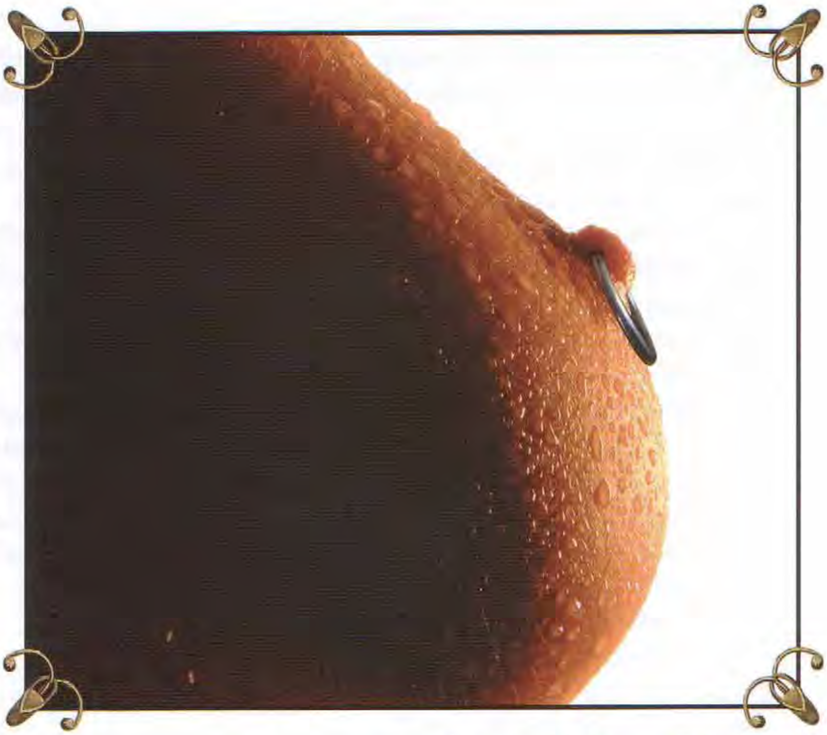
Share Spells (Su): Larpurl may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on Goldeye.

Wizard Spells Prepared (4/5/4/4/2; save DC 13 + spell level): 0-*detect magic, depilatory*, light, resistance;* 1st-*charm person, mage armor* (2), *magic missile* (2); 2nd-*blindness/deafness, daze monster, invisibility, web;* 3rd-*fireball* (2), *fly, hold person;* 4th-*mind to mind*, orgasmic* *vibrations**.

Spellbook: 0-*acid splash, arcane mark, dancing lights, daze, depilatory*, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue;* 1st-*charm person, color spray, mage armor, magic missile, ray of enfeeblement, unseen servant;* 2nd-*blindness/deafness, daze monster, invisibility, web;* 3rd-*fireball, fly, hold person, lightning bolt, slow;* 4th-*mind to mind*, orgasmic vibrations**.

* New spell in this book.

Possessions: *Ring of protection +1, headband of intellect +2, pearl of power* (1st-level spell), potion of *cure light wounds*, 150 gp.



Pierced Mystic

The needle pierced Kadrax's foreskin with practiced ease, causing a ripple of pain intermingled with orgasmic pleasure throughout his body. Memories of the past flashed through his mind as he reached over to the altar, picking up an exquisite platinum ring. He remembered his mentor, a stern, but amazingly talented piercer who first showed him the delicate art of skin and needle. The needle flashed in the candlelight as he pulled it out, and he watched as blood welted up from the hole. He smiled at how she laughed and scolded him at the shock of his first piercing. "If you draw it too quickly," she would remind him, "you can cause more harm than good. Be confident and sure, as if it were the most natural thing in the world. You must strive to make me proud."

With a voice quivering with excitement as he spoke the arcane words required for the ritual, Kadrax threaded the ring through the hole he had just made. The pain of piercing was replaced by a surge of power as the magic of the piercing flowed into him. His penis was now erect with pleasure, causing the newly placed ring to stand up, glowing slightly with eldritch might. "Oh, my teacher!" Kadrax laughed. "You would be very proud at how far I have come."

Sages have long speculated that the skin courses with energy. Pierced mystics know

Piercing Locations

Dozens of locations on the body can be pierced. Here's a list of some of the more common piercings and their locations. Please remember that piercings should be done only by certified piercing professionals using sterile equipment-do not attempt a piercing at home!

Ear: Tragus (the rounded protrusion nearest the face); lobe; outer edge (rim); shell or conch (inner surfaces).

Nose: Nostril; septum (between front and rear center cartilage).

Face/Neck: Eyebrow; bridge of nose; lip; labret (indentation between lip and chin; Madonna (upper lip with a labret stud); cheek; Madison (base of throat); Vampire's Kiss (side of neck); back of neck.

Body: Nipples, navel.

Extremities: Webbing between thumb and fingers, or between fingers; Surfer (web between toes).

Female Genital Piercings: Clitoris (horizontal or vertical); clitoral hood (horizontal or vertical); inner and outer labia; T'aint (between vagina and anus); Fourchette (back edge of vaginal opening); Triangle (beneath clitoris).

Male Genital Piercings: Prince Albert (P.A.) (base of head, through urethra); Reverse P.A./ Queen Victoria (center top of head through urethra); Apadravya (vertically through head); Ampallang (horizontally through head); Frenum/Lorum (horizontal base of head or along shaft); Hafada (scrotum); Guiche (between scrotum and anus); Foreskin; Dydoe (through ridge of circumcised head).

Table 3-13: The Pierced Mystic

Class Level	Base AttackBonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Imbue piercing I, +1 caster level
2nd	+1	+3	+0	+3	Pierce other, +1 caster level
3rd	+2	+3	+1	+3	Imbue piercing II, +1 caster level
4th	+3	+4	+1	+4	Additional body slot, +1 caster level
5th	+3	+4	+1	+4	Imbue piercing III , +1 caster level

how to harness this energy, tapping into it through the use of piercings-needles, rings, and other adornments that free this energy for magical purposes. To pierced mystics, the very act of piercing the skin is a transcendental moment, and decorating the body with jewelry is a way to feel the body's power and to express his individuality to the rest of the world.

In some cultures, piercings are an important part of a person's identity and pierced mystics tend to be both charismatic and sexy individuals that enjoy the looks of shock or appreciation that their piercings cause.

Pierced mystics commonly begin as sorcerers, wizards, or clerics, although any spellcasting class may attain this prestige class.

Pierced mystics may choose to adventure alone, using their magic and knowledge of their body to help them survive or travel with others to lend their power to their allies.

Hit Die: d4.

Requirements

To qualify to become a pierced mystic, a character must fulfill all the following criteria.

Base Attack Bonus: +2.

Feats: Great Fortitude.

Skills: Profession (piercer) 8 ranks, Heal 4 ranks.

Special: Must be able to cast divine or arcane spells.

Class Skills

The mystic piercer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the mystic piercer prestige class.

Weapon and Armor Proficiency: Pierced mystics gain no new proficiencies with any weapons, armor, or shields.

Imbue Piercing I (Su): Pierced mystics gain their abilities from the specific placement of specially crafted jewelry that is pierced into various places on their body. While a pierced mystic typically has dozens of mundane piercings, he gains the ability to create special piercings through a unique ritual that imbues them with magical powers.

A pierced mystic may imbue a single piercing with one spell that she knows. She may cast this spell as normal once per day, must use all the components for that spell, and must spend XP if the spell requires it.

Each imbued piercing takes up a body slot like a regular magic item. This spell's "affinity" must correspond to the appropriate body slot, as regular magic items (see Core Rulebook II). See the list below for which body slot a particular piercing takes up.

Body Slot	Piercing Location
Headband, helmet	Outer ear, back of neck
Phylactery	Bridge of nose
Eye lenses, goggles	Eyebrow
Shirt	Nipples
Vest, vestment	Bellybutton
Hat	Tongue, ears
Belt	Penis, vagina
Boots	Webbing between toes
Gloves	Webbing between fingers

All piercings are magical and the abilities bestowed are supernatural abilities. Unless the effect of a piercing is continuous, activating a piercing is a move action that can be combined with a regular move and does not provoke an attack of opportunity. Imbued pircings that are removed lose their enchantments.

Pierce Other (Su): At 2nd level, the pierced mystic may give another creature a piercing that provides temporary magical effects. This piercing mimics the effect of the *imbue with spell ability* spell, in all ways except that the ability lasts for a number of uses equal to the pierced mystic's class level. A creature may have only one such piercing on their body at a given time and once the magic is exhausted, may never wear an imbued piercing in that slot again. This piercing takes up a body slot as described in imbue piercing I.

Imbue Piercing II (Su): As imbue piercing I, but the pierced mystic may cast from an already imbued piercing twice per day or may pierce an additional location as imbue piercing I.

Additional Body Slot (Ex): At 4th level, the pierced mystic's connection with her own body lets her wear a magic item in the same body slot as a piercing that she possesses. For example, a pierced mystic with an eyebrow piercing may also wear a pair of goggles or eye lenses.

Imbue Piercing III (Su): As imbue piercing I, but the pierced mystic may increase the times per day from an already imbued piercing by 1 or may pierce an additional location as imbue piercing I.

Rake

Katrina adjusted her hair in the mirror, aware that the eyes of the manor lord were playing across her back. Slowly she shifted her shoulder letting the back of her dress drop just a little lower, revealing the subtlest of curves. She listened intently for the sound of the lord's breath revealing that he had noticed and that she had captured his attention fully.

The rogue takes what she wants through stealth and deception. The bard gets what she wants through telling wonderful stories and slippery lies. The rake gets what she wants through sex-both the act and the suggestion that it may come. A master of the art of subtle innuendo, suggestive body language, sexual prowess, and unmistakable appeal, the rake uses her talents to lure the unsuspecting and naïve to bed, then steals them blind or picks their mind for the secrets hidden inside.

As their understanding of how sex, body language, and the social expectations of sexuality grows, so too does the power of the rake increases. The first thing learned is how to gain the attention of a target. Soon, the rake learns how to loosen the tongue of her target and keep his mind elsewhere while she does what she wants. At the highest levels, the rake's raw sexuality can bring a person literally to his knees; he does whatever it takes to be with her. The rake also learns how to strike a target when he is least able to defend himself.

Bards and rogues are the most likely classes to become rakes, as their line of work goes hand-in-hand with the intricacies and subtleties of the art of seduction, as well as clerics who worship deities of love and sexuality. Fighters and rangers, especially those with a healthy sense of their own sexuality, sometimes become rakes. Sorcerers and wizards who become rakes are not unheard of. Druids who become rakes are much more rare, as their idea of sex focuses on procreation, not the social implications. Barbarians and monks almost never become rakes: the former lacks the subtlety while the latter shuns the pleasures of flirting and innuendo.

Rakes prefer to work alone, since they consider partners and allies competition for the target's attention.

Hit Die: d6.

Requirements

To qualify to become a rake, a character must fulfill all the following criteria.

Skills: Bluff 8 ranks, Diplomacy 8 ranks, Intimidate 8 ranks.

Feat: Seductive.

Special: The character must successfully seduce no fewer than five people for the sole purpose of getting something in return, such as theft, gaining information, or distracting them while companions slip past.

Class Skills

The rake's class skills (and the key ability for each skill) are Appraise (Int), Bluff (App or Cha), Craft (Int), Diplomacy (Cha), Disguise (App), Forgery (Int), Gather Information (App or Cha), Intimidate (App or Cha), Listen (Wis), Knowledge (any) (Int); Move Silently (Dex), Perform (sexual techniques) (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the rake prestige class.

Weapon and Armor Proficiency: Rakes gain no new proficiencies with any weapons, armor, or shields.

***Seduction* (Sp):** At 1st level, a rake can use suggestive comments and body language to produce an effect similar to the bard's *fascinate* ability. The creature to be seduced must be able to see and hear the rake and must be within 30 feet. The rake must also see the creature. The creature must be able to pay attention to the rake. The distraction of a nearby combat or other dangers prevents the ability from working. The rake makes a Charisma check and the target can negate the effect with a Will saving throw equal to or greater than the rake's check result. If the save succeeds, the rake cannot attempt to seduce that creature again for 24 hours. If the save fails, the creature approaches but does not attack–he does all he can to have sex with the rake.

While seduced, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the rake moving behind the seduced creature) allows the seduced creature a second saving throw against a new Charisma check result. Any obvious threat, such as casting a spell, drawing a weapon, or aiming breaks the seduction effect.

While seducing (or attempting to seduce) a creature, the rake must concentrate, as if casting or maintaining a spell. Seducing is a spell-like, mind-affecting charm ability. This ability only works on the same creature type as the rake (for example, a humanoid rake could attempt this on any other humanoid creature, but not a monstrous humanoid). If a rake has the fascinate ability of the bard, these two can be combined, granting a +2 circumstance bonus on Perform checks if used as the bard's ability.

Seductive Art (Ex): At 2nd level, a rake gains an inherent understanding of sexuality as it pertains to social situations. She gains a +1 competency bonus on Diplomacy and Sense Motive checks. This bonus increases to +2 at 5th level and +3 at 8th level.

***Charm Person* (Sp):** At 3rd level, the rake gains the ability to cast *charm person* 2 times per day, with a caster level equal to the rake's class level. This increases to 3 times a day at 5th level.

Pillow Talk (Su): This ability allows a rake to glean information from a target that she has bedded. After an hour of sexual contact, the target speaks freely and without deceit, as if under the effects of a *zone of truth.* At 4th level, the target gains a -2 penalty on Will saves to negate this effect, and a -4 penalty at 7th level.

Forgetful Caress (Su): At 5th level, the rake gains the ability to make a target lose certain memories. The rake must make a touch attack (which must be a kiss, a caress, or some other intimate action) against the target. The target makes a Will save (DC 10 + the rake's class level). If he fails, the rake can have the oppo-

Table 3-14: The Rake

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	*Seduction*, pillow talk
2nd	+1	+0	+3	+0	Seductive art +1, sneak attack +1d6
3rd	+2	+1	+3	+1	*Charm person* 2/day
4th	+3	+1	+4	+1	Pillow talk
5th	+3	+1	+4	+1	Seductive art +2, forgetful caress
6th	+4	+2	+5	+2	*Charm person* 3/day
7th	+5	+2	+5	+2	Sneak attack +2d6
8th	+6	+2	+6	+2	Seductive art +3, pillow talk
9th	+6	+3	+6	+3	*Charm monster* 1/day
10th	+7	+3	+7	+3	True seduction, seductive art +3

nent forget a single piece of information, such as the rake's appearance, their meeting, or even the rake's name. The target cannot be made to forget a class ability, spell, or other inherent power. If the target makes the save, he does not forget anything, but is not aware of the attempt.

Sneak Attack: If a rake catches an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Any time the rake's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the rake's attack deals +1d6 points of damage. This extra damage increases by +1d6 points at 7th level. Should the rake score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the rake can make a sneak attack that deals nonlethal damage instead of normal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

A rake can only sneak attack living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. In addition, the rake must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rake cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a rake gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

***Charm Monster* (Sp):** At 9th level, the rake gains the ability to cast *charm monster* once per day, with a caster level equal to the rake's class level.

True Seduction (Su): At 10th level, the rake is able to completely enthrall a target with her own sexuality. If the rake succeeds in using her seduction ability (see above) on a target, he also acts as if under the effect of dominate person spell, although the target can never get a bonus higher than +4 when resisting a command that goes against their nature.

Sacred Prostitute

The light of the full moon filled the temple chamber with soft, sensuous silver, punctuated by small braziers producing intoxicating smoke. Damio padded naked across the marble floor, her supple form glowed with a sheen of oil, much to the delight of the young man who stood in the doorway. "Welcome, seeker," she purred. "Have you come to this temple of your own free will?" The man nodded shyly and shuffled into the chamber as she beckoned him inside.

Her trained eyes quickly sized him up-he was young and ruggedly handsome, bearing a tattoo across his upper chest that marked him as a soldier in the Archduke's growing army. His movement indicated his hesitation and slight *embarrassment-she doubted this was more than his first or second time with anyone-and a newcomer to the temple.*

"Please make yourself comfortable," said Damio, putting a pinch of incense on the brazier. He sat on the edge of the bed and looked about nervously. Damio slinked over and sat next to him, placing her hand on his thigh. "First time here, soldier?" Again, he only nodded in reply, too shy to say anything. "Well, don't worry, you're in capable hands," caressing the bulge in the front of his pants.

The sacred prostitute is a being dedicated to offering her body as a blessed vessel and "temple" to those who wish to show their appreciation and respect to the deities through the bliss of sexual congress. The sacred prostitute is not a common streetwalker or tavern whore----she is a devout worshiper who allows herself to become a sexual partner for any and all who enter the temples or seek her out in public. Some sects reject payment for these services, though most do accept donations----the sacred prostitute is allowed to keep a small amount for herself, while the remainder goes to the church's coffers, which is then used for charitable acts and the building of grander temples to their deity. Not all requests for sex are granted, however, as the sacred prostitute must believe that the "client" is true in their desire to commune with their deity through the body of the sacred prostitute. Still, most sacred prostitutes are happy to oblige nearly any request, regardless of gender, race, preference, or creed. Sects of sacred prostitutes do exist, however, with their own very specific agendas, mixing their sexual services with a tangle of intrigue. Many sacred prostitutes glean a tremendous amount of information from the idle pillow talk that occurs before, during, and after their liaisons.

In addition to the obvious benefits of having sex with a skilled, often beautiful partner, any clients that engage in sex with a sacred prostitute may find other bonuses, including being healed of debilitating effects, damage, and even the restoration of spells lost through casting. Sacred prostitutes are trained in a bewildering array of sexual techniques in order to please the tastes (however unusual) of those that seek them out.

Because of their connection with the divine, sacred prostitutes enjoy an elevated status within the communities that they service.

As befitting the title, most sacred consorts come from the ranks of clerics, dedicated to deities of love, passion, and sex. Beyond that, rogues and bards, who usually enjoy the pleasures of the flesh, as well as monks, who already regard their bodies as a sacred thing to be treated with respect.

Sacred prostitutes are typically affiliated with a particular shrine or temple and rarely venture out from its erotic confines. Still, others do travel the lands, offering themselves to strangers, commonly moving in small bands along with other classes that help protect the sacred prostitute from the predations of those that do not respect their divine task.

For an example of a Sacred Prostitute, see Madame Damio on page 177 in Chapter 7: *Sexual Adventures & Organizations*.

Hit Die: d6.

Requirements

To qualify to become a sacred prostitute, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Charisma: 13.

Appearance: 13.

Feats: Sexually Open Society

Skills: Diplomacy 8 ranks, Perform (sexual technique) 8 ranks, Profession (prostitute) 8 ranks

Special: Must be willing to engage in sexual acts when asked.

Table 3-15: The Sacred Prostitute

Class Level	Base AttackBonus	Fort Save	Ref Save	Will Save	Special	—Spells per Day—		
1st	+0	+0	+0	+2	Aura of Sexual Ease	0	-	-
2nd	+1	+0	+0	+3	Sexual Healing I	1	-	-
3rd	+1	+1	+1	+3	Sexual Communion	1	0	-
4th	+2	+1	+1	+4	Sexual Healing II	1	1	-
5th	+2	+1	+1	+4	Restorative sex	1	1	0

sacred prostitute casts spells just as a bard does.

Aura of Sexual Ease (Ex): At 1st level, a sacred prostitute radiates an aura that makes others feel more comfortable, especially in regards to sexual matters. The sacred prostitute adds her class level to all Bluff and Diplomacy checks that have a sexual component to them, including seductions, flirtation, and using sexuality to get her way.

Sexual Healing I (Su): Starting at 2nd level, a sacred prostitute's sexual acts have beneficial effects on their partners. The subject must engage in sex for at least 20 minutes, requiring a separate Stamina check (see Chapter 2: *Rules, Skills, & Feats*). The sacred prostitute must make a Perform (sexual technique) (DC 15) check after the act. If successful, the subject is cured of any and all the following adverse conditions: *confused*, dazed, dazzled, exhausted, fatigued, *feebleminded*, nauseated, sickened, and stunned. In addition, the sacred prostitute's partner is healed a number of ability damage equal to the sacred prostitute's Charisma modifier. This healing occurs to only one ability score at a time. The power of the sacred prostitute even heals the ability damage suffered by a metaphysical spellshaper's activation cost, although the Perform check increases to DC 25 (see metaphysical spellshaper). A separate Perform (sexual technique) check must be made for a second Ability score. A sacred prostitute may use this ability with another sacred prostitute, though only one may gain the benefit of this effect.

Sexual Communion (Su): The primary role of a sacred prostitute is to act as a liaison between worshipers and their deity. While engaging in ritual sex with a person, a sacred prostitute can act as a conduit with their deity, granting bits of wisdom to the person they couple with. To use this ability, the sacred prostitute must engage in sex for at least 20 minutes, after which time she may cast *divination*, with the maximum chance of success (90%), eschewing material components. However, the *divination* must deal directly with the person that she is engaging in sex with and the question must be asked before the act of sex

Class Skills

The sacred prostitute's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Listen (Wis), Perform (sexual technique) (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the sacred prostitute prestige class.

Weapon and Armor Proficiency: Sacred prostitutes gain no new proficiencies with any weapons, armor, or shields.

Spells: Beginning at 1st level, a sacred prostitute gains the ability to cast a small number of spells. To cast a spell, the sacred prostitute must have a Charisma score of at least 10 + the spell's level, so a sacred prostitute with a Charisma of 10 or lower cannot cast these spells. Sacred prostitute's bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the sacred prostitute's Charisma modifier (if any). When the sacred prostitute gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the sacred prostitute gets only bonus spells. A sacred prostitute without a bonus spell for that level cannot yet cast a spell of that level. The sacred prostitute's spell list appears below. A occurs. A sacred prostitute may not use this ability to determine her own future, although she may engage in sex with another sacred prostitute to glean information.

Sexual Healing II: At 4th level, a sacred prostitute's healing ability becomes more powerful. This is as the sexual healing I ability listed above, but in addition, the act also dispels curses as if by *remove curse.* Sexual healing II also cures wounds as if by *cure serious wounds,* with the caster level equal to the sacred prostitute's total level.

Restorative Sex (Su): At 4th level, once per day, the sacred prostitute may engage in sex with a spellcaster, restoring any spell slots that he may have used for that day. The sacred prostitute must make a Perform (sexual technique) check against a DC equal to 10 + the spellcaster's class level. On a success, the spellcaster's spells are restored as if he had prepared spells (for a wizard or ranger) or meditated as normal (for a cleric, sorcerer, or other spontaneous caster). The spellcaster must engage in sex for at least 20 minutes, requiring a separate Stamina check (see Chapter 2: *Rules, Skills, & Feats*) failure indicates that the restorative sex did not work and the spellcaster maintains the same number of spells available for that day as before the sex act. A sacred prostitute may use this ability with another sacred prostitute, though only one may regain spells.

Sacred Prostitute Spell List

Sacred prostitutes choose their spells from the following list.

1st level-*analyze fertility*, block the seed*, charm person, detect disease*, disguise self, sanctuary.*

2nd level-*alter self, bear's endurance, calm emotions, eagle's splendor, enthrall, vision of exquisite pleasure*.*

3rd level-*deep slumber, nondetection, privacy*, orgasmic vibrations*, remove curse, remove disease, suggestion.*

* New spell in this book.

Voyeuristic Seer

I like to watch.

Profoundly visionary or merely prurient, voyeuristic seers might be either or both.

Voyeuristic seers most often come from the ranks of wizards. Clerics, especially those appreciative of divinations, occasionally pursue this path. Sorcerers seeking to expand their divination spell possibilities enjoy this class because of the voyeur domain.

NPC voyeuristic seers also cover a wide spectrum of possibilities. They include important spies and informants as well as more than one stereotypical dirty old wizard spying on his young, comely apprentices.

Hit Die: d6.

Requirements

To qualify to become a voyeuristic seer, a character must fulfill the following criteria.

Feats: Spell Focus (divination).

Spells: Ability to cast *scrying.*

Class Skills

The voyeuristic seer's class kills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the voyeuristic seer prestige class.

Weapon and Armor Proficiency: A voyeuristic seer gains no new weapon, armor, or shield proficiencies.

Spellcasting: At each level, the voyeuristic seer gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before he added the

Table 3-17: The Voyeuristic Seer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Divination expert, superior *scrying,* Voyeur domain	+1 level of existing class
2nd	+1	+0	+0	+3	Portable *scrying* focus	+1 level of existing class
3rd	+1	+1	+1	+3	Reduced *scrying* casting time	+1 level of existing class

prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a voyeuristic seer, the player must decide to which class to add the level for purposes of determining spells per day and spells known.

Divination Expert (Ex): A voyeuristic seer casts divination spells at +1 caster level.

***Superior Scrying* (Sp):** A voyeuristic seer slowly masters divinations and the nuances of the *scrying* spell. As he gains levels, he can cast more and more spells through the *scrying* spell. At 1st level, the voyeuristic seer can use *see invisibility* once per day. At 2nd level, he can use *detect thoughts*. At 3rd level, *true seeing*. A voyeuristic seer can use each of these spell-like abilities a number of times per day equal to his level. Caster level equals spellcasting level. These save DCs are Charisma-based.

Voyeur Domain: At 1st level, a voyeuristic seer gains access to the Voyeur domain, and with it the granted power of the domain (see Chapter 4: *Magic*). Voyeuristic seers who were once clerics gain a third domain this way and can prepare their domain spells at each level from the new domain's list if they wish. If a noncleric spellcaster that prepares spells (e.g., a ranger or a wizard) becomes a voyeuristic seer, each day she can cast one extra spell of each spell level to which she normally has access, but it must be the spell from the domain for that level. A spontaneous spellcaster (e.g. a bard or a sorcerer) adds the domain spell for each level he can cast to his list of spells known but gain no additional spells per day. No matter what their prior class, voyeuristic seers gain the granted power of the domain. If the character already has the domain, the effects do not stack.

Portable Scrying Focus (Su): When casting *scrying*, the voyeuristic seer may use any transparent or reflective item. Many use crystal spheres or small hand mirrors.

Reduced Scrying Casting Time (Su): Voyeuristic seers have such a high degree of proficiency with the *scrying* spell, it only takes them 1 minute to cast it.

Campaigns that include sexuality and sensuality benefit from these useful and evocative spells, domains, and prestige domains. The *Book of Erotic Fantasy* introduces a new descriptor: Sexual. A sexual spell works only against adult living creatures with an Intelligence score of 1 or higher that are able to copulate or reproduce.

New Domains

Access to certain domains is limited to characters that take prestige classes that grant them. These prestige classes are noted in the domain's description. For example, the disciple of Aaluran gains a new domain at 1st level. She gains the granted power of the domain. She may choose the spells in the Pleasure domain or her other, preexisting domains for her domain spell at each spell level. The number of spells she can cast per day does not increase.

An asterisk (*) indicates a new spell described in this chapter.

Body Domain

Granted Powers: Add Climb, Escape Artist, Jump, Swim, Tumble to your list of cleric class skills.

Special: This domain may only be chosen by disciple of Aaluran or other prestige class chosen by the DM.

1 Block the seed*
2 Alter self
3 Engorged strike*
4 Polymorph
5 Hedonist's delight*
6 Body to body*
7 Ethereal jaunt
8 True form*
9 Shapechange

Denial Domain

Granted Powers: Once per day, an opponent you designate may not add its appropriate ability modifier to a single attack, skill check, spell, spell-like ability.

Special: This domain may only be chosen by disciple of Aaluran or other prestige class chosen by the DM.

1 Sanctuary
2 Touch me not*
3 Dispel magic
4 Globe of invulnerability
5 Sanctuary, mass*
6 Repulsion
7 Sequester
8 Mind blank
9 Peace aura*

Joining Domain

Granted Power: You cast mending once per day. This is a spell-like ability.

1 Find a soulmate*
2 Mantle of love*
3 Lifebond*
4 Imbue with spell ability
5 Mind to mind*
6 Body to body*
7 Permanency
8 Spell meld*
9 Foresight

Perversion Domain

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is useable once per day.

1 Reverse gender*
2 Cursed orgasm*
3 Impotency*
4 Fiendish seed*
5 Baleful polymorph
6 Symbol of fear
7 Insanity
8 Symbol of insanity
9 Energy drain

Pleasure Domain

Granted Power: You may use a soothing touch once per day. Your soothing touch is a supernatural ability that removes fatigue and heals damage equal to your cleric level.

Special: This domain may only be chosen by disciple of Aaluran or other prestige class chosen by the DM.

1 Vision of exquisite pleasure*
2 Suggestion
3 Orgasmic vibrations*
4 Vision of exquisite pleasure, mass*
5 Symbol of persuasion
6 Orgasmic vibrations, mass*
7 Limited wish
8 Charm monster, mass
9 Wish

Voyeur Domain

Granted Powers: You can cast any of these domain spells through a scrying effect or device.

Special: This domain may only be chosen by voyeuristic seer or other prestige class chosen by the DM.

1 Share sensation*
2 See invisibility
3 Clairaudience/clairvoyance
4 Limited telepathy*
5 Prying eyes
6 Hedonist's delight*
7 Greater scrying
8 Find the path
9 Greater prying eyes

New Bard Spells

Below are original spells that can be added to your bards' repertoires.

0-Level Bard Spells

Depilatory. Removes hair.
Grope. Telekinesis similar to a physical touch.

1st-Level Bard Spells

Ale Goggles. Target perceives others as having +4 bonus to Appearance.
Animate Image. Creates moving images from text.
Block the Seed. Prevents conception for 1 hr./level.
Share Sensation. Feel your target's physical sensations.
Suspicion. Gain vision of target's last sexual encounter.
Vision of Exquisite Pleasure. Stuns one person; 1 rd./level.

2nd-Level Bard Spells

Analyze Ancestry^{M}. Determine ten genealogical generations of creature.
Disrobe. Subject's nonmagical clothing and armor falls off
Eminently Talented. +5 competency bonus on Perform (sexual technique) checks.
Limited Telepathy. Communicate with

Intelligent creature.

Magic Probe. Reveals all spells currently active on target.

Mantle of Love[F]**.** Subject gains a +4 morale bonus on saves; 1 min./level.

Peacock's Beauty. Subject gains +4 to App for 1 min./level.

Resist Temptation. Subject gains +4 resistance bonus on Will saves against charms and enchantments. 10 min./level.

Touch Me Not. Caster gains +2 bonus to AC. Grapplers take 1d8+1/level damage (max +5).

Unseen Lover. Invisible, mindless, shapeless force that copulates with you or a willing subject.

3rd-Level Bard Spells

Ale Goggles, Mass. As *ale goggles*, but affects 1 creature/level.

Beauty's Caress. Subject gains 1d4 per 2 caster levels to Charisma and Appearance.

Orgasmic Vibrations. Pleasurably distract target.

Pillow Talk. Subject can't prevaricate after sex.

Repulsiveness. Subject takes 1d6 per caster level (max 5d6) Appearance damage

Wet Dreams. Sends pleasant, tiring vision to sleeping target.

4th-Level Bard Spells

Irrational Attraction. Subject becomes enamored with any type of creature.

Love Nest. Create a comfortable tent that gives a +5 bonus to resist scrying.

Mind to Mind. Telepathically links caster and target; 10 min/level.

Seduction. One creature becomes sexually attracted to you.

Succor. Prevents 1 negative energy drain and 1 point of ability damage/five levels.

Vision of Exquisite Pleasure, Mass. As *vision of exquisite pleasure*, but all within 30 ft.

5th-Level Bard Spells

Hedonist's Delight. Enhance pleasurable sensations and +2 bonus on Craft checks.

Kiss of Life[M]**.** Restore very recently dead creature to life.

6th-Level Bard Spells

Orgasmic Vibrations, Mass. As *orgasmic vibrations*, but all within 30 ft.

Peacock's Beauty, Mass. As *peacock's beauty*, affects one subject/level.

Shadow Life. Temporarily return creature to life.

New Cleric Spells

These are new spells that can be made available to your game's clerics.

0-Level Cleric Spells

Analyze Fertility. Determine how fertile target is and reveal conception-influencing spells.

Detect Pregnancy. Determine if target creature is carrying natural or implanted young.

1st-Level Cleric Spells

Block the Seed. Prevents conception for 1 hr./level.

Suspicion. Gain vision of target's last sexual encounter.

Vision of Exquisite Pleasure. Stuns one person; 1 rd./level.

2nd-Level Cleric Spells

Detect Disease. Detects disease in one creature.

Magic Probe. Reveals all spells currently active on target.

Mantle of Love[F]**.** Subject gains a +4 morale bonus on saves; 1 min./level.

Pleasant Dreams. Protects creature from influenced dreams.

Resist Temptation. Subject gains +4 resistance bonus on Will saves against charms and enchantments. 10 min./level.

Reverse Gender. Reverse target's gender for 1 hour/level.

3rd-Level Cleric Spells

Analyze Ancestry[M]**.** Determine ten genealogical generations of creature.

Cursed Orgasm. Next orgasm deals 1d6 damage/level (max. 10d6).

False Confidence. Target suffers -2 penalty on Appearance- and Charisma-based skill checks.

Healing Sphere. Orb heals 2d8+1 point of damage/level (+10 maximum).

Innocence of the Virgin. Subject loses all knowledge of sex. -10 penalty on sexually related Bluff, Diplomacy and Perform checks.

Jealousy. Deals 1d6 points of damage (10d6 maximum) if target has sex with anyone other than caster.

Liar's Curse. Body part grows when telling falsehoods.

Lifebond. Permanent link to monitor position, condition of loved one.

4th-Level Cleric Spells

Beauty's Caress. Subject gains 1d4 per 2 caster levels to Charisma and Appearance.

Blessed Seed. Sex results in pregnancy, with a half-celestial child.

Desperation. Target suffers penalties until he has sex.

Ghost Touch. Makes item able to interact with incorporeal creatures.

Impotency. Target becomes sexually impotent and receives -2 penalty on Bluff, Diplomacy, and Intimidate.

Limited Telepathy. Communicate with Intelligent creature.

Mind to Mind. Telepathically links caster and target; 10 min/level.

5th-Level Cleric Spells

Fiendish Seed. Subject can impregnate or become pregnant regardless of mundane birth control methods used.

Life Shell. Barrier against nonliving matter.

Magic Status. As status, but includes spells cast upon your allies.

Mind to Mind. Telepathically links caster and target; 10 min/level.

Sanctuary, Mass. As *sanctuary*, affects one subject/level.

Succor. Prevents 1 negative energy drain and 1 point of ability damage/five levels.

Vision of Exquisite Pleasure, Mass. As *vision of exquisite pleasure*, but all within 30 ft.

6th-Level Cleric Spells

Body to Body. Links creatures to cleric like shield other and also enables spells to be shared; 1 hour/level.

7th-Level Cleric Spells

Word of Repression. Kills, confuses, stuns, or makes impotent subjects that had sex within 24 hours.

8th-Level Cleric Spells

Peace Aura. Wards an area so that those who attack take 1d6/caster level.

9th-Level Cleric Spells

Spell Meld^{FMX}. Pool spellcasting power with willing target.

New Druid Spells

Here are new spells for your campaign's druids.

0-Level Druid Spells

Analyze Fertility. Determine how fertile target is and reveal conception-influencing spells.

Detect Pregnancy. Determine if target creature is carrying natural or implanted young.

1st-Level Druid Spells

Engorged Gait. Target's speed reduced by one-half.

Suspicion. Gain vision of target's last sexual encounter.

2nd-Level Druid Spells

Detect Disease. Detects disease in one creature.

Engorged Strike. Target's unarmed strikes treated as one size category larger.

Pheromones. Increases the attitude of creatures by your scent.

3rd-Level Druid Spells

Analyze Ancestry^{M}. Determine ten genealogical generations of creature.

Liar's Curse. Body part grows when telling falsehoods.

4th-Level Druid Spells

Healing Sphere. Orb heals 2d8+1 point of damage/level (+10 maximum).

Irrational Attraction. Subject becomes enamored with any type of creature.

5th-Level Druid Spells

Calm Weather. Removes weather-affecting spells.

6th-Level Druid Spells

Infestation. Locust swarms attack creatures. Infests with fine-sized, diseased parasites.

7th-Level Druid Spells

True Form. Removes all altering magic from a creature.

8th-Level Druid Spells

Invigorate. Subject gains +4 Constitution and makes the target extremely fertile.

Youth's Beauty. You look younger as you age. Appearance increases each age category.

9th-Level Druid Spells

Fecund Growth. Increases the size and health of all living things within range.

New Imagist Spells

Below are original spells that are part of the imagist's (see Chapter 1: Love, Sex & Roleplaying) spell lists.

0-Level Imagist Spells

Analyze Fertility. Determine how fertile target is and reveal conception-influencing spells.

Depilatory. Removes hair.

Detect Pregnancy. Determine if target creature is carrying natural or implanted young.

Divine Mark. Inscribe a personal rune.

Grope. Telekinesis similar to a physical touch.

1st-Level Imagist Spells

Miss. Target suffers a -10 penalty on next attack roll.

2nd-Level Imagist Spells

Detect Disease. Detects disease in one creature.

Eminently Talented. +5 competency bonus on Perform (sexual techniques) checks.

Peacock's Beauty. Subject gains +4 to App for 1 min./level

Pleasant Dreams. Protects creature from influenced dreams.

3rd-Level Imagist Spells

Analyze Ancestry^M. Determine ten genealogical generations of creature.

Beauty's Caress. Subject gains 1d4 per 2 caster levels to Charisma and Appearance.

Jealousy. Deals 1d6 points of damage (10d6 maximum) if target has sex with anyone other than caster.

Pillow Talk. Subject can't prevaricate after sex.

4th-Level Imagist Spells

Looking Glass. Look and speak from one focus mirror through another.

5th-Level Imagist Spells

Calm Weather. Removes weather-affecting spells.

Hedonist's Delight. Enhance pleasurable sensations and +2 bonus on Craft checks.

Life Shell. Barrier against nonliving matter.

Sanctuary, Mass. As sanctuary, affects one subject/level.

6th-Level Imagist Spells

Peacock's Beauty, Mass. As *peacock's beauty*, affects one subject/level.

Through the Looking Glass. Step from one focus mirror through another.

True Form. Removes all altering magic from a creature.

7th-Level Imagist Spells

Come to Me^F. Teleports willing ally to you.

Peace Aura. Wards an area so that those who attack take 1d6/caster level.

New Paladin Spells

Below are new spells for your game's paladin characters.

1st-Level Paladin Spells

Analyze Fertility. Determine how fertile target is and reveal conception-influencing spells.

Detect Disease. Detects disease in one creature.

Detect Pregnancy. Determine if target creature is carrying natural or implanted young.

Pleasant Dreams. Protects creature from influenced dreams.

2nd-Level Paladin Spells

Analyze Ancestry^M. Determine ten genealogical generations of creature.

Mantle of Love^F. Subject gains a +4 morale bonus on saves; 1 min./level.

Resist Temptation. Subject gains +4 resistance bonus on Will saves against charms and enchantments. 10 min./level.

3rd-Level Paladin Spells

Innocence of the Virgin. Subject loses all knowledge of sex. -10 penalty on sexually related Bluff, Diplomacy and Perform checks.

4th-Level Paladin Spells

Blessed Seed. Sex results in pregnancy, with a half-celestial child.

Succor. Prevents 1 negative energy drain and 1 point of ability damage/five levels.

New Ranger Spells

Here are new spells for rangers in your game to add to their spell lists.

1st-Level Ranger Spells

Analyze Fertility. Determine how fertile target is and reveal conception-influencing spells.

Detect Disease. Detects disease in one creature.

Detect Pregnancy. Determine if target creature is carrying natural or implanted young.

2nd-Level Ranger Spells

Analyze Ancestry^{M}. Determine ten genealogical generations of creature.

3rd-Level Ranger Spells

Pheromones. Increases the attitude of creatures by your scent.

4th-Level Ranger Spells

Irrational Attraction. Subject becomes enamored with any type of creature.

New Sorcerer and Wizard Spells

Below are original spells available to sorcerer and wizard characters in your campaign.

0-Level Sorcerer and Wizard Spells

Trans	**Depilatory.** Removes hair.
	Grope. Telekinesis similar to a physical touch.

1st-Level Sorcerer and Wizard Spells

Abjur	**Block the Seed.** Prevents conception for 1 hr./level.
Div	**Suspicion.** Gain vision of target's last sexual encounter.
Illus	**Animate Image.** Creates moving images from text.
	Share Sensation. Feel your target's physical sensations.

2nd-Level Sorcerer and Wizard Spells

Abjur	**Touch Me Not.** Caster gains +2 bonus to AC. Grapplers take 1d8+1/level damage (max +5).
Conj	**Unseen Lover.** Invisible, mindless, shapeless force that copulates with you or a willing subject.
Div	**Magic Probe.** Reveals all spells currently active on target.
Trans	**Disrobe.** Subject's nonmagical clothing and armor falls off
	Miss. Target suffers -10 penalty on next attack roll.
	Peacock's Beauty. Subject gains +4 to App for 1 min./level.

3rd-Level Sorcerer and Wizard Spells

Abjur	**Privacy.** Emanation negates divinations.
Illus	**Phantasmal Lover.** Attractive illusion dazes and fatigues or exhausts subject.
Necro	**False Confidence.** Target suffers -2 penalty on Appearance- and Charisma-based skill checks.
Trans	**Blandness.** Subject's Appearance is raised or lowered to the racial average.
	Cursed Orgasm. Next orgasm deals 1d6 damage/level (max. 10d6).
	Limited Telepathy. Communicate with Intelligent creature.
	Repulsiveness: Subject takes 1d6 per caster level (max 5d6) Appearance damage
	Reverse Gender. Reverse target's gender for 1 hour/level.

4th-Level Sorcerer and Wizard Spells

Div	**Mind to Mind.** Telepathically links caster and target; 10 min/level.
Ench	**Orgasmic Vibrations.** Pleasurably distract target.
Evoc	**Love Nest.** Create a comfortable tent that gives a +5 bonus to resist scrying.
Illus	**Looking Glass.** Look and speak from one focus mirror through another.
	Wet Dreams. Sends pleasant, tiring vision to sleeping target.
Necro	**Desperation.** Target suffers penalties until he has sex.
	Jealousy. Deals 1d6 points of damage (10d6 maximum) if target has sex with anyone other than caster.
Trans	**Liar's Curse.** Body part grows when telling falsehoods.

5th-Level Sorcerer and Wizard Spells

Ench	**Pillow Talk.** Subject can't prevaricate after sex.
	Seduction. One creature becomes sexually attracted to you.
Trans	**Impotency.** Target becomes sexually impotent and receives -2 penalty on Bluff, Diplomacy, and Intimidate.
	Ghost Touch. Makes item able to interact with incorporeal creatures.

6th-Level Sorcerer and Wizard Spells

Conj	**Kiss of Life^{M}.** Sorcerer only. Restore very recently dead creature to life.

Through the Looking Glass. Step from one focus mirror through another.

Trans **Blandness, Greater.** As *blandness,* but permanent.

Peacock's Beauty, Mass. As *peacock's beauty,* affects one subject/level.

7th-Level Sorcerer and Wizard Spells

Conj **Come to Me**[F]**.** Teleports willing ally to you.

8th-Level Sorcerer and Wizard Spells

Ench **Orgasmic Vibrations, Mass.** As *orgasmic vibrations,* but all within 30 ft.

9th-Level Sorcerer and Wizard Spells

Evoc **Spell Meld**[FMX]**.** Pool spellcasting power with willing target.

Youth's Beauty. You look younger as you age. Appearance increases each age category.

Spells

All the new spells mentioned above are detailed below.

Ale Goggles

Illusion (Figment)
Level: Brd 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

What happened to the cutie I saw last night?

Depending upon one's philosophy, this spell either heightens or retards the target's perceptions. The target perceives everyone else as having a +4 circumstance bonus to his or her Appearance. Thus, even average-looking folk look better.

This has no effect upon saving throws or spell DCs, but it does give everyone interacting with the target a +2 bonus on all other Appearance-related checks.

Multiple ale goggle effects don't stack.

Material Component: A drop of ale or beer.

Ale Goggles, Mass

Level: Brd 3
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart

This is such a nice Gnome hole. Amazing how many of us can fit in here.

This spell functions as ale goggles, except that it affects multiple creatures.

Analyze Ancestry

Divination
Level: Clr 3, Drd 3, Imagist 3, Pal 2, Rgr 2
Components: V, S, M, DF
Casting Time: 24 hours
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No

Sweetie, your father's not your real father...

This spell provides a complete genealogy back ten generations. You know the identity of each of the individual's forebears including name and race.

Material Component: Rare herbs and oils worth 100 gp.

Analyze Fertility

Divination [Sexual]
Level: Clr 0, Drd 0, Imagist 0, Pal 1, Rgr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No

You can produce many healthy babies.

This spell gives the caster an insight into the reproductive capabilities of the target, including when a female is most fertile. It identifies problems such as impotence and infertility. It also reveals any conception-influencing spells such as *block the seed* and *fiendish seed* as well as their caster level.

Animate Image

Illusion (Figment)
Level: Brd 1, Sor/Wiz 1

Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: One text or graphic
Duration: Concentration plus 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Show me.

This spell creates a visual representation of a piece of text or static graphic. The image performs any acts indicated by the text or extrapolated from the graphic. The animated image is a flat, two-dimensional, full-color animated image and is seen the same way by all parties viewing it.

Images created from text are reasonable representations but not necessarily completely accurate. For instance, a historical biography of King Ferfensia that includes a detailed description or a portrait of the king produces an image corresponding to the text or illustration. A different text that merely recounts an exploit of King Ferfensia but lacks a description of the king merely produces an image of a regal-looking male with the details supplied by the caster. Neither image is guaranteed to resemble what the king looks like in reality.

The spell can be cast upon a book, scroll, tapestry, or other textual or visual representation. If cast upon a three-dimensional object such as a statue, the image produced is still just a flat, two-dimensional one floating above or in front of the item.

Focus: A small graphic motion flip-book.

Beauty's Caress

Transmutation
Level: Brd 3, Imagist 3, Clr 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

When touched, the target becomes much more attractive, poised, and self-confident. He gains a 1d4 per 2/caster level (maximum 5d4) enhancement bonus to both his Appearance and Charisma score.

Blandness

Transmutation
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: All creatures within a 20 ft. radius
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes

Now you look just like everyone else.

The target's Appearance score is lowered or raised to the average Appearance score of that creature's race (see the Appendix for the average Appearance score for creatures). However, it has no effect on animals, constructs, elementals, oozes, plants, undead, or vermin. If a creature is not listed, assume the following Appearance average, based on creature type, assume that it its Appearance is changed to 10.

Material Component: A tiny clay face that is smooth and devoid of prominent features.

Blandness, Greater

Transmutation
Level: Sor/Wiz 6

Duration: Permanent

As *blandness,* except that the duration is permanent. This effect may be negated by a *break enchantment, remove curse, limited wish, miracle,* or *wish.*

Blessed Seed

Transmutation [Good, Sexual]
Level: Clr 4, Pal 4
Components: V, S, DF, XP
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

My child shall be a true blessing to the world.

This spell infuses you with celestial energy that infuses your sperm or womb with power. The next time that you copulate with a member of the opposite gender, it results in a pregnancy, regardless of mundane birth-control methods taken (certain spells, such as block the seed prevent this). A *contagion* spell terminates the pregnancy (without inflicting a disease upon the mother, however). In addition, the child gains the half-celestial template, as described in Core Rulebook III.

XP Cost: 500 XP.

Block the Seed

Abjuration [Sexual]
Level: Body 1, Brd 1, Clr 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 day/level

Act responsibly.

You are incapable of getting someone pregnant or becoming impregnated for the duration of this spell. You are still vulnerable to sexually transmitted diseases unless protective measures are taken.

Material Component: A lemon rind.

Body to Body

Abjuration
Level: Body 6, Clr 6, Joining 6
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature touched/three levels
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You feel what I feel.

This spell creates a link with the caster identical to the shield other spell except that it affects multiple targets, and at the caster's option, she may have any spell she casts on herself also affect her targets. The targets must be within range of the caster, but need not be within range of each other.

Material Component: A drop of sexual fluid from each of your targets.

Calm Weather

Transmutation
Level: Drd 5, Imagist 5
Components: V, S, DF
Casting Time: 1 standard action
Range: 2 miles
Area: 2-mile-radius circle, centered on you
Duration: Instantaneous (see text)
Saving Throw: See text
Spell Resistance: No

Still the winds, calm the storm.

Calm weather removes any transmutations that affect weather such as *control weather* and *control winds.* For each such effect, you make a caster level check (20 + caster level, maximum +20) against a DC of 11 + caster level of the effect. Success means that the spell ends.

If the effect comes from a permanent magic item, *calm weather* suppresses the ability for 1 hour/level.

Come to Me

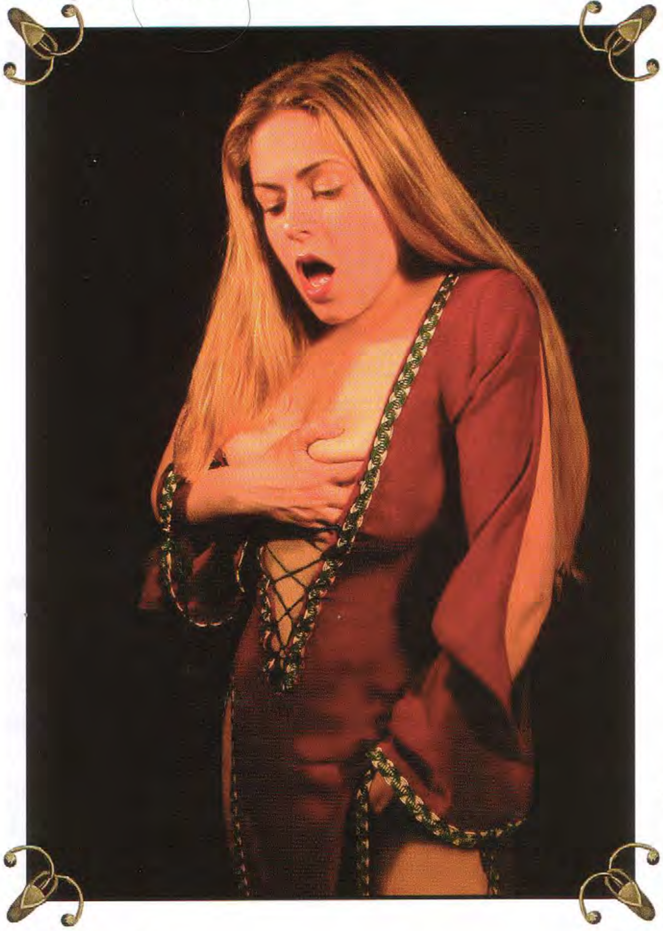
Conjuration (Teleportation)
Level: Imagist 7, Sor/Wiz 7
Components: V, F
Casting Time: 1 standard action
Range: Same plane
Target: One willing ally
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

I need you now.

This spell instantly transports a willing ally to you. The subject recognizes you and understands that the spell is to summon it to you. The creature appears adjacent to you, in a space you choose.

The creature must be in an area where magic can be cast and must be able to travel extradimensionally both from its location and to you. If the creature cannot be subject to the spell, such as being in an *antimagic field*, in an area effected by a *dimensional lock*, or under the effect of a *dimensional anchor* spell, the *come to me* spell automatically fails.

Focus: A pair of platinum rings (worth at least 200 gp each) worn by both you and the targeted creature.



Command

Just as I say, so shall you do.

As *command* in Core Rulebook I, except you may also select from the following options:

Masturbate: On her turn, the subject drops any items she has in her hands and begins to undress in order to fondle her genitals.

Orgasm: The subject experiences an orgasm and stands in place for 1 round. She may not take any actions, but may defend herself normally.

Cursed Orgasm

Transmutation [Sexual]
Level: Clr 3, Perversion 2, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 orgasm/level
Saving Throw: Fortitude negates
Spell Resistance: No

Oh, oh, oh! Oh, ow! It hurts!

The next time that the subject achieves orgasm, he is wracked with incredible pain that causes 1d6 points of damage per caster level (maximum 10d6 points of damage).

Material Component: A drop of sexual fluid mixed with a drop of weak acid.

Depilatory

Transmutation
Level: Brd 0, Imagist 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One living creature
Duration: Instantaneous and 24 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

So smooth!

This spell enables you to selectively shave hair and prevent its regrowth for 24 hours. It's often used to make legs and other areas soft, smooth, and hairless.

Desperation

Necromancy [Sexual]
Level: Clr 4, Sor/Wiz 4
Components: V, S, M.
Casting Time: 1 standard action
Range: Touch (see text)
Target: Creature touched
Duration: 24 hours (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes

No one will ever love you.

The target is filled with self-doubt and lacks confidence, perceiving himself to be homely, tongue-tied, an inept lover, and incompetent in every social and sexual aspect of life. Yet, she's filled with a powerful desire to copulate.

The target suffers a -4 penalty on all Appearance- and Charisma-related skill checks.

If the target has sex, the spell ends.

If the target does not have sex, for each hour that passes, he suffers 1 point of ability damage to his Appearance. A creature always has an Appearance score. An Appearance score cannot be reduced below 1 for any reason.

Multiple *desperation* effects don't stack.

Material Component: A small mirror.

Detect Disease

Divination
Level: Clr 2, Drd 2, Imagist 2, Pal 1, Rgr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

Let me see what's wrong.

You can sense the presence of disease. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of disease.

2nd Round: Number of diseased individuals in the area.

3rd Round: The condition (see below) and location of each individual present. The caster also knows the type of infection, the incubation period, and the damage the disease does. If a diseased individual is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

Incubating: The individual is suffering from a disease still in its incubation period.

Infected: The individual has a disease that has manifested.

Immune but Transmitting: The individual carries a disease and is able to transmit it but is not itself infected.

Detect Pregnancy

Divination
Level: Clr 0, Drd 0, Imagist 0, Pal 1, Rgr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No

So, how are we today?

You can tell if the creature touched is pregnant or is hosting another creature, such as a slaad's implanted young.

Disrobe

Transmutation
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature wearing clothing, armor, or adornments
Duration: Instantaneous
Saving Throw: Reflex save negates (see text)
Spell Resistance: No

Let's see what's under there.

The creature's clothing, including undergarments, belts, and footwear, loosen and fall off its body, leaving it naked. Nonmagical jewelry, including rings, earrings, and necklaces also fall, sliding off as if covered in grease.

Objects that are held remain in the creature's grasp, as well as magic items that are worn. A creature wearing nonmagical armor must make a Reflex save or halve their armor bonus (rounded down) due to the clumsy way in which it dangles off the body. It takes half the time to refit armor loosened this way as it takes to don it completely (see Core Rulebook I). It requires a full-round action to don regular clothing.

Divine Mark

Transmutation
Level: Imagist 0
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 day/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

I mark you as mine.

This spell allows you to inscribe a small personal mark. It commonly resembles a hickey. The mark is visible unless the target attempts to disguise it with make-up or cover it with clothing (a Disguise check).

Eminently Talented

Transmutation [Sexual]
Level: Brd 2, Imagist 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level

I know what you like.

This spell grants the caster a +5 competency bonus on Perform (sexual techniques) checks.

Engorged Gait

Transmutation
Level: Drd 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

My dear, to learn this spell, just think of how a penis swells with an erection. Now, concentrate on the target's feet.

The target creature's feet (or other means of locomotion) swell and its movement becomes awkward and ungainly. The creature's speed is reduced by one-half (round down to the next 5-foot increment). This affects the creature's jumping distance as normal for decreased speed. Multiple engorged gait effects don't stack.

Even wings and flying speed are reduced unless the flight is extraordinary, magical, or supernatural in nature.

This spell counters and dispels *expeditious retreat*.

Engorged Strike

Transmutation
Level: Body 3, Drd 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Ooh! It's so big!

Engorged strike causes the target's fists to swell, enhancing the puissance of an unarmed blow. Treat the creature as one size category larger for purposes of determining damage dealt from its unarmed strikes.

False Confidence

Necromancy
Level: Clr 3, Sor/Wiz 3
Components: V, S, M.
Casting Time: 1 standard action
Range: Touch (see text)
Target: Creature touched (see text)
Duration: Permanent
Saving Throw: Will half
Spell Resistance: Yes

You're breaking up with me? A farewell night together? Yeah, I have something special for you. . . .

The target is filled with confidence, perceiving himself to be attractive, smooth talking, an excellent lover, and competent in every social and sexual aspect of life.

The target actually suffers a -2 penalty on all Appearance- and Charisma-related skill checks. To simulate this the DM should subtract -2 from the players dice rolls secretly.

Material Component: A small mirror.

Fecund Growth

Level: Drd 9
Components: V, S, DF, XP
Casting Time: 1 round
Range: Up to 100 ft./level
Area: Up to 100 ft./level emanation centered on you
Duration: See text
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

Life cannot be restrained.

A bright green burst of energy emanates from the caster, causing all living entities, including plants, insects, and animals, to undergo tremendous growth. All plant life, including trees (but not plant creatures, see below), triple in size, along with new growth emerging from the ground, over the course of 3 rounds.

In addition, flowers bloom, crops reach their full growth, and trees bear large, nourishing fruit. Fruit, berries, grain, and nuts picked from a fecund area provides the same benefits as a *goodberry* spell for one day per level of the caster-after that time, the fruit falls off the tree, losing all magical properties. Once the duration of the spell ends, the plants resume their normal cycle of growth.

Any creature (including insects and vermin) with an Intelligence score of 2 or lower doubles in size as if affected by an animal growth spell. In addition, they increase by one age category (if applicable). A newborn animal, for instance, ages to adolescence. Normally harmless creatures remain as such, just bigger. Sentient creatures are allowed a Fortitude save. Failure indicates the creatures increases in size as if affected by an *enlarge person* spell, lasting 1 hour per level of the caster.

In addition, the creature must make a second Fortitude save. If it fails, the creature ages by one age category, which may affect their ability scores. Once the effect ends, creatures return to their normal size, although they remain at the new age category, including any changes to ability scores.

XP Cost: 150 XP.

Fiendish Seed

Transmutation [Evil, Sexual]
Level: Clr 5, Perversion 4
Components: V, S, XP
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

The child shall be a thing of evil.

This spell infuses you with demonic energy that infuses your sperm or womb with infernal power. The next time that you copulate with a member of the opposite gender, it results in a pregnancy, regardless of mundane birth control methods taken (certain spells, such as *block the seed* still function). A *cure disease* spell terminates the pregnancy, although it causes 1d6 points of damage to the mother in the process. In addition, the child gains the half-fiend template, as described in Core Rulebook III.

Material Component: A rotted seed covered in sexual fluid.

XP Cost: 500 XP.

Find a Soulmate

Divination
Level: Joining 1
Components: V, S, M, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

I know what my heart knows.

This spell allows the touched creature to immediately know someone who can be a true love (a perfect mate) is, where they are located, and whether they are in love with him as well. This effect is similar to a locate creature spell, although it is not blocked by running water and can only locate the true love if they are on the same plane of existence.

The affected creature is under no compulsion to seek out their true love, although their thoughts are constantly filled with images of the person and a desire to find them.

Material Component: Two dolls tied together.

Ghost Touch

Transmutation
Level: Clr 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

A phantom of delight, he came to me. I longed to touch him, but I had no spells. . . .

Ghost touch makes a weapon, fifty projectiles, or an article of clothing able to interact with incorporeal creatures. An item with ghost touch cast on it counts as either corporeal or incorporeal at any given time.

This spell gives a weapon or ammunition the ghost touch weapon property.

You can't cast this spell on a creature.

Grope

Transmutation [Sexual]
Level: Brd 0, Imagist 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft/2 levels)
Target: One creature
Duration: Concentration
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes

Mmm . . . feels nice.

This variation of the mage hand spell lets you "feel" a creature from a distance as if you were actually touching it. The creature feels a sensation as if being lightly groped or caressed on their bare skin by a hand, while the caster experiences the sensation as if he were physically touching the target. The caster does not actually touch the target, and does not gain the benefit of any spell, effect, or attack that relies on touch. Grope cannot be used to deal damage or to push the target in any way.

As long as they are targetted by this spell, the target of grope suffers a -2 penalty on any Concentration checks during the duration of the spell.

Healing Sphere

Conjuration (Healing)
Level: Clr 3, Drd 4
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of positive energy
Duration: 1 minute
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Let my light shine and bring you relief.

A glowing orb of positive energy sheds light equivalent to a light spell. It hovers near you for the duration of the spell or until you target it at a creature within range (a standard action). You must succeed on a ranged touch attack to hit your target unless it is willing. The orb cures 2d8 points of damage +1 point per caster level (maximum +10).

Hedonist's Delight

Transmutation
Level: Body 5, Brd 5, Imagist 5, Voyeur 6
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Nothing has ever felt this good . . .

You confer on the subject heightened sensitivity to pleasurable sensations. Food tastes better, cloth feels softer, sex stimulates more strongly, and orgasms approach awe-inspiring. Any cure spell cast on the target is Maximized. Any Craft check the target undertakes during the duration receives a +2 bonus.

Impotency

Transmutation [Sexual]
Level: Clr 4, Perversion 3, Sor/Wiz 5
Components: V, S, M
Casting Time: 1 hour
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: No

Come on, come on, come on. What's wrong with you?

A male creature that is touched by the caster becomes permanently impotent and can never gain an erection. A female becomes frigid and completely disinterested in sex. Beyond the obvious side effects, creatures suffer a -2 penalty on Bluff, Diplomacy, and Intimidate checks, because of frustration and the negative impact to the ego. Impotency is countered by a remove curse.

Material Component: A withered stalk of grain.

Infestation

Conjuration (Summoning)
Level: Drd 6
Components: V, S, DF
Casting Time: 1 round
Range: Long [400 ft. + 40 ft./level]
Effect: One swarm of insects per three levels, each of which must be adjacent to at least one other swarm
Duration: 1 min./level
Saving Throw: Fortitude negates; see text
Spell Resistance: No

This spell functions in the same as the insect plague spell. Intermixed with these insects are innumerable fine sized creatures called lovers lice. If a creature is damaged from the swarm, they will also be infested by lovers lice that carry one of the following STDs-burning release, crotch plague, or fever touch. See Sexually Transmitted Diseases in Chapter 2: Rules, Skills, & Feats.

These lice cannot be targeted individually and are considered destroyed if the swarm takes enough damage to be dispersed.

Innocence of the Virgin

Enchantment (Compulsion) [Mind-Affecting, Sexual]
Level: Clr 3, Pal 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Effect: Living humanoid touched
Duration: Permanent (see text)
Saving Throw: Will negates
Spell Resistance: Yes

Forget the sins of the body.

Once touched, the creature affected by this spell loses all knowledge of sex, sexual techniques, and methods of reproduction. The subject suffers a -10 penalty on Perform (sexual techniques) checks as well as Bluff and Diplomacy checks that deal with seduction or sexual innuendo. Each time the victim has sex with a different partner (or each month with the same partner), the penalty on Perform (sexual techniques) is reduced by -1. Each week of social contact with members of the opposite sex reduces the penalty by -1.

Invigorate

Transmutation [Sexual]
Level: Drd 8
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: One living creature
Duration: 1 hour/level; see text
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Life returns more powerful than before.

Powerful, invigorating life force fills the target creature. The target creature gains a +4 enhancement bonus to Constitution and a remarkable stamina as if they had the Endurance feat. In addition, the creature becomes remarkably fertile and has a 100% chance of conceiving if it engages in sex during the duration of the spell (a *block the seed* spell or birth control may affect conception; see Chapter 5: Items for information on birth-control devices).

The creature becomes permanently fertile if it was sterile before, due to age, disease, or magical effects. This spell has no effect on creatures that cannot normally conceive or produce children, such as constructs or undead, or reproduce in a different manner, such as plants.

Irrational Attraction

Enchantment (Compulsion) [Mind-Affecting]
Level: Drd 4, Rgr 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

I've never looked at . . . it . . . that way before.

This spell causes the target creature to become consumed with an irrational attraction to another being chosen by the caster (which must be within sight). This attraction occurs regardless of race, type, or gender, although source of attraction must be a creature (rather than an object, although constructs are viable). During the duration of the spell, the target does not willingly attack the object of attraction. The target takes no actions other than extolling the virtues and beauty of the object of its desire, although he defends himself as normal, as well as the object of his attraction. If possible, the target does everything in his power to engage in sex with the subject if the subject's gender matches the target's sexual orientation.

Jealousy

Necromancy
Level: Clr 3, Imagist 3, Sor/Wiz 4
Components: V, S, M.
Casting Time: 1 standard action
Range: Touch (see text)
Target: Creature touched (see text)
Duration: Permanent

Saving Throw: Will half
Spell Resistance: Yes

All your honey for just one bee.

You place a curse on the subject. If the target attempts sex with any creature other than yourself, she experiences wracking pain causing 1d6 points of damage per caster level (maximum 10d6), with a Will save half.

If you have placed a divine or arcane mark upon the creature, you can cast the spell at any range.

Material Component: A drop of sexual fluid from the target creature.

Kiss of Life

Conjuration (Healing)
Level: Brd 5, Sor/Wiz 6
Components: V, S, M
Casting Time: 1 round
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None (see text)
Spell Resistance: Yes (harmless)

The touch of my lips would cause even the dead to rise up.

The caster can restore life to a very recently deceased creature by kissing it. The caster can bring back to life creatures that have been dead up to 1 round per caster level.

As *raise dead,* except as noted.

Bringing someone back from the dead in this manner is very draining to the caster. He must make a Fortitude save or gain one negative level. Below are modifiers to this save.

Relationship	Save Modifier
Stranger	-15
Acquaintance	-10
Follower/Servant	-5
Animal Companion	+0
Party Member/Close Ally	+0
Blood relative	+5
Cohort	+5
Sexual Partner	+10
Committed Lover	+15

If the target falls into multiple relationship categories, use the most favorable.

Material Component: Perfumes, herbs, and powdered gemstones worth 1,000 gp.

Liar's Curse

Transmutation
Level: Clr 3, Drd 3, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

Ooh, that felt so good. Tell me again that you love me.

You place a curse on the subject, choosing either to focus on the target's penis (if male) or nose.

Each time the target lies, the chosen body part becomes larger.

The *liar's curse* cannot be dispelled, but it can be removed with a *limited wish, miracle, remove curse,* or *wish* spell.

Lifebond

Divination
Level: Clr 3, Joining 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

My love, my life, my own.

When cast, this spell allows the affected creature to permanently know the relative position and condition of a being that has been designated as a true love. The spell only works if the character and the other being are in love with each other. If the love is not true, then the spell fails. The creature can monitor his true love as if by the *status* spell. In most cases, both lovers receive this spell, to allow them to know the condition of the other. Depending upon their philosophy, a creature may have more than one true love.

Life Shell

Abjuration
Level: Clr 5, Imagist 5
Components: V, S, Special
Casting Time: 1 round
Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

Uh-uhh, you won't be needing that.

You bring into being a mobile, hemispherical energy field that prevents the entrance of anything or anyone except for living creatures. No nonliving substances, be they arrows, magic items, or clothes may pass into the barrier, though energy attacks penetrate unimpeded. Any items within the barrier when it is created are unaffected.

As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

Special: The caster of this spell must be completely naked.

Limited Telepathy

Divination
Level: Brd 2, Clr 4, Sor/Wiz 3, Voyeur 4
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Will negates
Spell Resistance: No

I need you to understand me.

This spell enables you to create a connection with one other creature with an Intelligence score of 6 or higher within range. You can communicate telepathically regardless of language as long as the target is within range. No special power or influence is established as a result of the spell.

Love Nest

Evocation [Force]
Level: Brd 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: 20 ft.
Target: 20 ft.-radius sphere centered on your location
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: No

Now we can be alone.

This spell creates a large but cozy tent or yurt made from sturdy and colorful material. The interior is extremely comfortable, filled with pillows, veils, incense, and candles. If the caster wishes, there is also a small fireplace or stove, complete with a small amount of wood. The love nest provides the same physical protection from the elements as a normal tent. In addition, everyone inside the love nest gains a +5 enhancement bonus on Will saves against any scrying attempts.

Material Component: A small crystal bead and bit of incense, which are consumed when the spell duration expires or the *love nest* is dispelled.

Magic Probe

Divination
Level: Brd 2, Clr 2, Sor/Wiz 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

I need to know.

Magic probe reveals all spells currently active on the target. The caster knows the name of any spells and the caster level, but no other details. For example, if the target of this spell is a sorcerer with *mage armor, shield,* and *repulsion* cast on herself, the *magic probe* reveals these spells (and the caster level) to the caster of the probe.

Magic Status

Divination
Level: Clr 5

What happened?

As *status* except you also know the name of any spell cast upon your comrades and the caster level.

Mantle of Love

Abjuration
Level: Brd 2, Clr 2, Joining 2, Pal 2
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

"And they will turn me in your arms
into a naked knight,

But cloak me in your mantle
and keep me out of sight."

You imbue the subject with magical energy that protects her from harm, granting her a +4 morale bonus on all saves.

If you and the subject of the spell move out of sight of each other, the spell ends.

Focus: A heart-shaped ruby worth 50 gp.

Mind to Mind

Divination
Level: Brd 4, Clr 5, Joining 5, Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You observe what I observe.

This spell links the caster with one other individual. The caster and target can communicate telepathically. The caster sees what the target sees and hears what the target hears. Any gaze attack to which the target is subjected may affect the caster as well. The caster and the target each make their own saving throws.

Once the spell has been cast upon the subject, the distance between him and the caster does not affect the spell as long as they are on the same plane of existence. If they are ever on different planes, the spell ceases to function.

Mirror Talk

Illusion (Phantasm) [Mind-Affecting]
Level: Imagist 4, Sor/Wiz 4
Components: V, S, F
Casting Time: 10 minutes
Range: See text
Effect: Magical sensor
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

Let me look at you.

This spell enables the caster to create a link from her focus mirror to a second focus mirror elsewhere on the same plane. She must have carefully studied the mirror, but need not know where it is located.

The link between mirrors enables those in front of the mirror to see through the opposing focus as if it were a window. Sights and sounds pass through the foci. This enables line of sight, but not line of effect.

Focus: A pair of finely wrought and highly polished silver mirrors costing not less than 1,000 gp. The mirrors can be of any size.

Mirror Walk

Conjuration [Teleportation]
Level: Imagist 6, Sor/Wiz 6
Components: V, S, F
Casting Time: 10 minutes
Range: Personal and touch
Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

From the dragon's lair, I step through the mirrors to your bedroom.

This spell functions as *greater teleport,* except that it creates a link from the caster's focus mirror to a second focus mirror else-

where on the same plane. The caster must have carefully studied the mirror, but need not know where it is located.

Focus: A pair of finely wrought and highly polished silver mirrors costing not less than 1,000 gp. The mirror must be tall enough and wide enough to allow the creatures to pass through it. If either mirror is too small to allow passage for a traveler, he cannot pass through.

Miss

Transmutation
Level: Imagist 1, Sor/Wiz 2
Components: V, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: Will negates
Spell Resistance: Yes

I'll bet you 1,000 gold your next try misses.

You may thwart your target's next attack. His next single attack roll (if it is made before the end of the next round) suffers a -10 penalty.

Focus: A small wooden replica of an archery target.

Orgasmic Vibrations

Enchantment (Compulsion) [Mind-Affecting, Sexual]
Level: Brd 3, Sor/Wiz 4, Pleasure 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Let the bliss course through you.

A grand, shuddering orgasm overwhelms a living creature that fails its saving throw, making the target dazed for the duration of the spell. A target that makes its saving throw still experiences pleasurable, but merely distracting, sensations.

Spellcasting or concentrating on spells during the duration of orgasmic vibrations requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a Concentration check (DC 20).

Material Component: A drop of sexual fluid.

Orgasmic Vibrations, Mass

Enchantment (Compulsion) [Mind-Affecting, Sexual]
Level: Brd 6, Sor/Wiz 8, Pleasure 6
Target: One or more creatures, no two of which can be more than 30 ft. apart

Everybody must have fun.

As *orgasmic vibrations*, except this spell affects multiple creatures.

Peace Aura

Abjuration
Level: Clr 8, Imagist 7, Denial 9
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Area: 40-ft. radius emanating from the touched point
Duration: 24 hours
Saving Throw: Will half (see text)
Spell Resistance: No

This hurts me more than it hurts you.

Peace aura wards a particular site, building, or structure against violence.

Anyone attempting to strike or otherwise attack a creature within the warded area, even with a targeted spell, takes 1d6 points of force damage per caster level (maximum 20d6).

A creature with the Evil subtype, such as a demon or shadow mastiff, takes a -4 penalty on its saving throw.

Peacock's Beauty

Transmutation
Level: Brd 2, Imagist 2, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

Nice tail!

The transmuted creature becomes more attractive. The spell grants a +4 enhancement bonus to Appearance, adding the usual benefits

to Appearance-based skill checks and other uses of the Appearance modifier. Imagists (and other spellcasters who rely on Appearance) affected by this spell do not gain any additional bonus spells for the increased Appearance, but the save DCs for the spells they cast while under this spell's effect do increase.

Arcane Material Component: A wisp of feather from a peacock.

Peacock's Beauty, Mass

Transmutation
Level: Brd 6, Imagist 6, Sor/Wiz 6
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart

The beautiful people.

This spell functions as *peacock's beauty* except that it affects multiple creatures.

Phantasmal Lover

Illusion (Phantasm) [Mind-Affecting, Sexual]
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text
Spell Resistance: Yes

Too good to be true.

You create a phantasmal image of the most attractive creature imaginable to the subject simply by forming the desires of the subject's subconscious mind into something that its conscious mind can visualize: the sexiest possible creature. Only the spell's subject can see the phantasmal lover. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or be dazed for 1d6 rounds and exhausted. Even if the Fortitude save is successful, the subject is dazed for 1 round and fatigued.

Pheromones

Enchantment (Compulsion) [Mind-Affecting]
Level: Rgr 3
Components: V, S, M
Casting Time: 1 action
Range: 10 ft.
Target: 10-ft. radius emanation, centered on you
Duration: 1 hour/level (D)
Saving Throw: Will negates
Spell Resistance: No

The nose believes when the eye doubts.

Your body produces a pleasing scent that affects creatures on a subliminal level. Creatures capable of smelling, excluding constructs and undead, regard you with a positive attitude (treat the target's attitude as friendly). You gain a +5 bonus on Bluff, Diplomacy, and Handle Animal checks against the affected creatures. Creatures with the Scent ability must make a Will save as soon as they are within range to smell you.

Material Component: A drop of lavender oil.

Pillow Talk

Enchantment (Compulsion) [Mind-Affecting, Sexual]

Level: Brd 3, Imagist 3, Sor/Wiz 5
Components: V, S, Special
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

So, what's worrying my little snuggums? What's on your mind?

A creature subject to this spell can't speak any deliberate and intentional lies to you. An affected creature is not necessarily aware of this enchantment, but may make a Sense Motive check (opposed by the caster's Bluff). If it fails, the target is unaware of the magical compulsion. If successful, she realizes she's speaking more freely than she should and, therefore, may avoid answering questions directly, as long as she remains within the boundaries of the truth. The subject still can't outright lie, but vague or partial answers are possible.

Special: You must have had sex with the target within the last 10 minutes.

Pleasant Dreams

Abjuration
Level: Clr 2, Pal 1, Imagist 2
Components: V, S, DF
Casting Time: 10 minutes
Range: Touch
Target: Living creature touched
Duration: 24 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Sleep well.

Pleasant dreams protects the creature touched from influenced dreams, whether of mundane or magic origin. It prevents the *nightmare* spell, the *wet dreams* spell, a night hag's dream haunting, and similar sleep disturbances.

Privacy

Abjuration
Level: Sor/Wiz 3
Components: V, S, F
Casting Time: 1 standard action
Range: 10 ft.
Area: 10 ft.-radius emanation, centered on you
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

I don't like to be watched.

You surround yourself with a sphere of power that negates all forms of divination. Divination (scrying) spells cannot perceive anything within the area. The spell or magical effect is suppressed while the target is in the area. Those within are immune to *detect thoughts* and *suspicion*. The ward does not prevent communication and movement into and out of the area.

Focus: An opaque silk veil.

Repulsiveness

Transmutation
Level: Brd, 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

Now your face is as ugly as your heart.

The target becomes hideous to gaze upon, taking 1d6 points of Appearance damage per caster level (maximum 5d6).

Material Component: A shrunken, rotting apple carved with a face.

Resist Temptation

Abjuration [Sexual]
Level: Brd 2, Clr 2, Pal 2
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level (D)

I shall not waver in my resolve.

The caster becomes hardened to sexual advances and magical effects that entice the caster. He gains a +4 resistance bonus on Will saves against charms, enchantments, or spell-like effects that affect the attitude of the victim (such as *charm person, charm monster*, a bard's bardic song ability, or a harpy's captivating song) as well as Diplomacy checks that have a sexual overtones.

Reverse Gender
Transmutation [Sexual]
Level: Clr 2, Perversion 1, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

I'm a girl! I'm a girl! No wait... let me double check.

This spell reverses the gender in the target creature. This has no effect on the creature's ability scores, although it may result in the loss of a prestige class that is gender specific. A pregnant target gets a second saving throw. If it fails, the unborn child dies.

The creature can make another pregnant if changed to a male and can become pregnant if changed to a female. Another *reverse gender* spell returns the creature to its original state, as does remove curse. It has no effect on creatures that have no true gender, such as constructs, ooze, and plants. This spell is often combined with permanency to maintain the new gender

Material Component: A small mirror.

Sanctuary, Mass
Abjuration
Level: Clr 5, Imagist 5
Range: Close (24 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart.

Mass sanctuary functions as *sanctuary,* except that it affects multiple creatures. Affected creatures who attack break the spell for all recipients.

Seduction
Enchantment (Compulsion) [Mind-Affecting, Sexual]
Level: Brd 4, Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/2 levels
Saving Throw: Will negates
Spell Resistance: Yes

Come to me.

This spell incites a sudden, overwhelming lust in the target creature, focused on the caster. If the target fails its save, its attitude shifts to "helpful," tempered by the fact that it strives (short of attacking or using magic) to have sex with you. If the target's sexual orientation conflicts with the caster's gender, the target gains a +4 bonus on her save. The actual method of seduction employed by the creature varies by individual. Normally violent creatures show displays of their physical prowess, including attacking others, while more eloquent beings use words and body language to woo their new love.

During this time, the target does not willingly attack, use spells or spell-like abilities on, or even take a negative verbal tone with the object of its desire. The effect ends as soon as the caster attacks or makes a violent gesture (such as casting a spell) on the target creature

Material Component: A small magnet.

Shadow Life
Necromancy
Level: Brd 6
Components: V, S
Duration: 1 day/level

A life cut short. A quest left unfinished. One more task to be done.

This spell temporarily restores a creature to life. It works upon the target like a *raise dead* spell, except at the end of its duration, the target again dies. If a corpse already has been subject to a *shadow life* spell, the new spell fails.

The caster has one negative level for the duration of this spell.

Share Sensation
Illusion (Figment)
Level: Brd 1, Sor/Wiz 1, Voyeur 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: See text
Duration: 10 min./level

I will have what she's having.

This spell targets one creature within sight. It enables you to feel physical sensations just like your target feels. Although the caster feels pleasure and pain as the target does, you do not become wounded when the target takes damage nor healed if the target is cured.

Spell Meld

Evocation
Level: Clr 9, Joining 8, Sor/Wiz 9
Components: V, S, M, F, XP
Casting Time: 10 minutes
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Together, we are stronger.

This spell joins the caster and a willing, spellcasting subject with a strong, mystical connection. Their spellcasting abilities pool together. Either participant in the meld can cast spells from the other's spell retinue. The caster must have an ability score sufficient to cast that level of spell and any material components or focuses required.

Material Component: Aromatic oils to anoint the participants' foreheads (worth 250 gp).

Focus: A pair of gold lockets (worth at least 5,000 gp each) worn by both you and the melded creature.

XP Cost: 500 XP.

Succor

Conjuration (Healing)
Level: Brd 4, Clr 5, Pal 4
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Let nothing harm your body.

The spell prevents 1 negative energy level or level drain per 5 caster levels (maximum 4 levels). It also prevents the loss of 1 point of ability damage or drain per ability score per 5 caster levels (to a maximum of 4 points per ability score).

Suspicion

Divination [Sexual]

Level: Brd 1, Clr 1, Drd 1, Sor/Wiz 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Are you getting some?

This spell gives the caster an image of the target's last sexual encounter. The caster has a brief, mental image of the person with whom the target last had sex. If the target last masturbated, the image is of the target.

Touch Me Not

Abjuration
Level: Brd 2, Sor/Wiz 2, Denial 2
Components: V
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: Will half
Spell Resistance: Yes

No means no.

This spell charges your body with protective energy. You gain a +2 deflection bonus to your Armor Class. In addition, an opponent that touches or grapples you takes 1d8 points of damage +1 point per caster level (up to +5). This spell is purely defensive. It does not make you armed, nor can you use it to make a touch attack, though it does deal damage on any enemy with whom you grapple.

An ally can touch you without taking damage.

True Form

Transmutation
Level: Body 8, Drd 7, Imagist 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

As you were born, so shall you be now.

This spell removes all magic that alters a creature's true form or nature. It functions as *break enchantment,* but it has a chance to dispel any effect, including those above 5th level. This spell forces shapechangers back into their natural shape.

Unseen Lover

Summoning (Conjuration) [Sexual]
Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One invisible, mindless sexual partner
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

Who needs people?

An unseen lover is a variation of the *unseen servant* spell. It creates an invisible, mindless force that performs sexual acts on verbal command from the caster. The unseen lover is generally shapeless, although it can be commanded to take a vague form similar to a male or female humanoid, with normal-size physical features. The unseen lover can only use the Perform (sexual techniques) skill, but can only achieve DC 10 (routine performance). Because it is not a living creature, the unseen lover cannot be used to activate any feats that require sexual congress with a living partner, such as Kundalini, Tantric, or Virility.

In all other ways, this spell follows the same rules as *unseen servant.*

Vision of Exquisite Pleasure

Enchantment (Charm) [Mind-Affecting, Sexual]
Level: Brd 1, Clr 1, Pleasure 1
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Target: One person
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

Your deepest desires and innermost dreams.

Images of tantalizing and overwhelming sexual pleasure consume the affected target, causing him to pause in his tracks and revel in eroticism. While affected by the spell, the person is stunned. He can make a Will save each round to shake off the effect.

Vision of Exquisite Pleasure, Mass

Level: Brd 4, Clr 5, Pleasure 4
Range: Medium (100 ft. + 10 ft./level)
Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

You see what you want and you want what you see.

As *vision of exquisite pleasure*, except that the spell affects multiple creatures.

Wet Dreams

Illusion (Phantasm) [Mind-Affecting, Sexual]
Level: Brd 3, Sor/Wiz 4
Components: V, S, DF
Casting Time: 10 minutes
Range: Unlimited
Target: Living creature touched
Duration: Instantaneous plus 24 hours; see text
Saving Throw: Will negates, see text
Spell Resistance: Yes

Erotic fantasies.

You send a pleasant, but tiring vision to a specific creature that you name or otherwise specifically designate. The erotic dream allows restful sleep, but leaves the subject fatigued, though able to regain spells. For the next 24 hours, the subject also suffers a -4 penalty on saving throws against mind-affecting spells.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you met the subject)	+0
Sexual (you have had sex with the subject)	-5
Intimate (you had an ongoing relationship with the subject)	-10

*You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, a bit of nail, etc.	-10

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.)

Creatures that don't sleep (such as elves and constructs) or dream are immune to this spell. A victim cannot be subjected to more than one *wet dreams* spell at a time.

Word of Repression

Evocation [Sexual, Sonic]
Level: Clr 7
Components: V
Casting Time: 1 standard action
Range: 40 ft.
Area: Creatures that have had sex within 24 hours in a 40-ft. radius spread centered on you
Duration: Instantaneous
Saving Throw: None or Will negates; see text
Spell Resistance: Yes

The sins of the body will be your destruction.

Any creature within the area who hears the word of repression, and has engaged in sexual activity, except masturbation (see below), within the past 24 hours, suffers the following effects. In cases where this is not known, assume a 20% chance for each individual creature (or your discretion).

The effects are cumulative and concurrent. No saving throw is allows against these effects.

Impotency: The creature is rendered impotent, as the spell, for 24 hours. This has no effect on creatures that do not have sex, such as undead, constructs, or plants.

Stunned: The creature is stunned for 1 round.

Confused: The creature is confused, as by the confusion spell, for 1d10 minutes. This is a mind-affecting enchantment effect.

Killed: Living creatures take damage. Creatures that do not have sex, such as undead, constructs, or plants are unaffected.

HD	Effect
Equal to caster level	Impotent
Up to caster level −1	Stunned, impotent
Up to caster level −5	Confused, stunned, impotent
Up to caster level −10	Killed, confused, stunned, impotent

In addition, creatures that succumb to any of the effects listed above also suffer a -5 penalty to all Perform (sexual techniques) checks for 1d4 days.

Creatures whose HD exceeds your caster level are unaffected by word of repression.

Creatures that have masturbated only recieve a +5 bonus to their Will save.

Youth's Beauty

Level: Drd 8, Sor/Wiz 9
Components: V, S, XP
Casting Time: 1 action
Range: Personal
Target: You
Duration: Permanent
Saving Throw: Fortitude negates (harmless)
Spell Resistance: No

Youth is wasted on the young.

You not only cease showing signs of aging, but actually look more youthful as you age. You look one year younger each year that you age, until you reach an apparent age of between 15 and 30 years old. (You may choose to stop the "age reversal" at any time.) Your Appearance increases by +2 immediately and at each age category that you reach "in reverse." For example, Medit, a human druid, casts *youth's beauty* at the age of 55 (old age category) and gets a +2 bonus to his Appearance score. In three years, his apparent age is that of a 49 year old (middle age category), granting him another +2 bonus to his Appearance.

In addition, you remain sexually virile and are able to become pregnant or impregnate someone else. However, your body still ages as normal, suffering all other penalties as described in Core Rulebook I. If you die and are brought back to life through *raise dead,* your Appearance reverts to its original score, without the bonuses of this spell. However, *resurrection, true resurrection, miracle,* or *wish* restores you with the bonuses of this spell in place.

XP Cost: 500 XP.

New Kinks with Old Spells

By introducing sexuality into your game, spells can take on entire new vistas. Described here are some different ways that certain spells can be used with a sexual slant.

Alter Self/Disguise Self: These spells allows you to change your physical appearance in almost any way. This spell is extremely popular with spellcasting concubines, prostitutes, and spies, being able to shape themselves into the object of their client's desires. Famous figures are common requests, as well as body shapes with exaggerated physical features, such as an enormous penis (up to double the normal length or girth), a chiseled physique, incredibly large breasts, and full, round buttocks. However, because your true gender does not actually change as a result of these spells, a female who uses *alter self* does not produce sperm, and therefore cannot impregnate another female. A male who transforms into a female does not have a womb and cannot become pregnant due to this spell.

Disguise self can provide a +2 bonus to your Appearance-you can also lower it down to a minimum of 1. Alter self can provide a +4 bonus to Appearance (or reduced by any amount). If you use this spell to mimic a specific person, a successful Disguise check (DC 15) places your new Appearance score as the same as the target. Note that this increase or decrease in Appearance only applies to Skill checks in social situations-use your normal Appearance score for spells, class abilities, and the like that are keyed off of this Ability score. If in doubt, use the racial average Appearance (see Appendix 1: Creature Appearance Scores).

Animate Objects: Animated objects can be directed to assist in sexual activity, responding to verbal commands of the caster. Dildos are the most common objects to be animated, although the wide range of kink that pervades the various races of the world, almost any object has been tried at one time or another. The temples of

Aaluran are noted from having a huge array of items on hand to be animated for use in sexual rituals or for the pleasure of a worshiper. The controller use his own Perform (sexual techniques) skill for checks made to see how well he performed with the animated objects, at a -2 penalty due to the indirect method employed.

Atonement: As in the real world, characters who engage in sex during a game runs into consequences, both good and bad. For some characters, sex can have serious consequences, beyond the otherwise normal chances of pregnancy, disease, and emotional, legal, and other impacts. For a character who has taken a vow of chastity, willingly engaging in sex means a serious loss of face in the eyes of whomever that vow was taken (typically the character's deity).

Atonement may be used to restore the status of a chaste character who has willingly engaged in sex. However, it has no effect on any prestige class or social status that requires that the character be a virgin.

Bestow Curse: This nasty spell can be used with negative sexual connotations in mind. Some examples of sexual curses include:

- Sexual thoughts and scenarios cause to character to become nauseated.
- The target is unharmed, but his progeny carry one of the curses described in Core Rulebook I.

It should be noted that you can devise your own curses, but they should be no more powerful that the curses described in Core Rulebook I. However, in a game that embraces sexuality, curses can play a major role in a person's sexual behavior.

Calm Emotions: This spell can also be used to cool the loins of an oversexed person. Anyone affected by this spell loses any sexual interest for the duration of the spell and gains a +4 enhancement bonus on any Bluff or Diplomacy checks made that have a sexual overtone to them.

Charm Person/Charm Monster: These spells improves the affected creature's attitude toward the caster. Obviously, this can be used the convince the creature that they want to engage in sexual activity with the caster----the charmed creature is quite happy to do what is asked. The

Sex, Spells, Law, and Morality

With a wide array of spells that shape and mold a person's mind, the moral, ethical, and legal ramifications of using spells to convince a person to engage in sex must be taken into account.

For instance, in almost all law-abiding societies, using *charm person, suggestion*, or other mind-affecting magic to coerce someone into engaging in sex can be considered both an immoral and illegal act. In places where magic is common, people are perceptive enough to know when these sorts of magic are being employed. If caught, the spellcaster is punished-a stiff fine for the first infraction, followed by jail time, or worse for repeat incidents. However, in more lawless areas, using these spells may be considered routine, even accepted by the locals, who see it as just another edge used in the pursuit of sexual conquest.

When it comes to spells, however, lawmakers are in quite a bind as to how to enforce behavior by those capable of casting mind-affecting magic. If magic is common, low-level spells (0 to 4th level) used in this way are considered minor infractions. Higher level spells are much more definitive in their results, and a court of law that determines that such powerful spells were used in a disruptive and coercive manner may impose the same punishment as that reserved for rape.

However, characters capable of casting high-level magic are often of a power level beyond the reach of many law officials. Bringing such a character to justice is more an act of diplomacy than law enforcement, convincing the character he has done wrong and should pay for his crime. If a particular jurisdiction employs its own high-level characters, however, a spellcaster who abuses his powers for sexual gratification needs to be even more mindful of his actions. In campaigns with both high magic and active law-enforcement, powerful spellcasting sheriffs may act as a "vice squad," bringing magical law-breakers in to justice.

A player whose Good character routinely uses these spells to woo another person into engaging in sexual behavior must reconsider if the PC is indeed good, for the very act of employing spells in this manner is coercive in nature, which goes counter to the ethical guidelines of what is considered good. On the other hand, an evil character has no compunctions at all about using coercive magic to bed a desired partner. Some may even prefer to use these methods, eliminating annoying foreplay or any suggestion of seduction.

You, the DM, need to be prepared for the consequences of the player characters and NPCs utilizing spells to coerce another into sexual activity.

caster must still make opposed Charisma checks to get the creature to perform sexual acts that it wouldn't normally do (such as having sex with a different creature type or with the caster if the target is heterosexual and the caster is of the same sex), so compliance is not guaranteed. Beyond the mechanics of using *charm person*, there are serious issues of morality, ethics, and law when using mind-affecting magic to compel a creature to engage in sex. See the sidebar "Sex, Spells, Law, and Morality" for more on this subject.

Clairaudience/Clairvoyance: These spells allow a person to see or hear a certain place without having to be there in the flesh. As a result, they are ideal for voyeurism, peering or listening into bedrooms and bordellos with impunity. If used for viewing, remember that *clairvoyance* is affected by darkness, so trying to spy on lovers in a darkened room could be difficult. Also, this spell is keyed to a specific area----if the object of your voyeurism leaves, the benefit of the spell ends.

Dominate Person/Dominate Monster: Dominate spells have the same thorny moral, ethical, and legal ramifications as charm spells, although a dominated creature has no say in the matter-further enflaming these tricky issues. See the sidebar for more details.

Eagle's Splendor: This spell increases the target's Charisma, which obviously has the benefit of making him appear more appealing. Unlike charm spells, the recipient of this spell is still on his own when it comes to convincing someone to have sex. He still must rely on his Bluff or Diplomacy checks (albeit at a bonus due to the enhancement to his Charisma) to get what he wants.

Geas/Quest: These powerful spells force a creature to perform a specific act or suffer debilitating penalties. The affected creature could be compelled to perform sexually explicit acts, such as constant masturbation, stalking a given person, or making it obsess about having sex as often as possible. Depending on the described act, and the availability of partners (willing or not) close by, these spells could have devastating possibilities. Causing a person to be geased into performing perverse sexual acts could have the additional consequence of attracting the attention of law officials, jealous spouses, or angry mobs.

Glibness: Obviously, someone with a silver tongue is at a much greater advantage when trying to convince someone to share her bed. While it isn't an overtly unethical to use this spell to seduce someone, it does skirt the line on what is socially (and morally and ethically) acceptable. See the Sex, Spells, Law, and Morality sidebar below for more on this topic.

Hypnotism: Hypnotism does just that---- makes a creature more susceptible to suggestions by the caster. In this altered state, a creature may be asked to perform a sexual act, although the creature is allowed a second Will save with a +2 bonus on the save if the request is something that the creature would not normally perform.

Invisibility/Greater Invisibility: Extremely useful in combat, *invisibility* has the obvious advantage of letting the caster go unobserved---- an ideal voyeuristic spell next to *clairaudience/clairvoyance* or *scrying*. An invisible character may touch a person without losing the spell's effect, and as long as the other person is consensual and nonviolent, the spell remains in effect (although it does end if violence ever occurs). A creature using *greater invisibility*, however, does not become visible while engaging in sex. Sadly, many spellcasting rapists employ this spell to stalk and assault their victims.

On the other hand, some high-powered sexual societies exist in which partners engage in sex with each other while under the influence of greater invisibility----aroused by the idea of having sex with someone you cannot see and who cannot see you, with only sound, touch, taste, and smell indicating who it might be. See Chapter 7: Adventures & Organizations for more information on the Order of the Unseen Lovers, an organization that makes extensive use of these spells for sexual gratification.

Mage Hand: This cantrip is popular among apprentices who use it to untie the blouses of maids or lift the skirts of female classmates. Their mentors actively discourage such behavior and many magical academies have applied stiff punishment for those that abuse this minor spell in such a manner. The first offense is usually dismissed after a stern warning----almost every wizard has attempted something similar in his or her youth.

Polymorph/Baleful Polymorph: These powerful spells allows you to actually change your physical form to become that of another creature type. Because this transformation is true, as DM, you must decide if a character who switches gender is capable of becoming pregnant or impregnating someone. The consequences are more important than you think. If the polymorph has a limited duration, such as the by the spell, then a male who becomes pregnant while polymorphed as a female loses the child almost immediately, as his internal organs revert back to their natural form. On the other hand, a female polymorphed as a male may (DM's discretion) produce viable sperm, thus allowing "him" to impregnate a female during the duration of the spell (see Conception, Chapter 2: Rules, Skills, and Feats).

Creatures that can remain polymorphed indefinitely run into the same issues. As long as a pregnant polymorphed "female" retains her form until the moment of childbirth, the child is born as normal. If the polymorphed creature changes form during the pregnancy, two things might happen. In general, if the creature polymorphs again during the first trimester of a pregnancy (or the equivalent, depending on the creature's true race), the fetus perishes immediately, causing 1d6 permanent Constitution drain (Fortitude save DC 10 plus the number of months pregnant half) to the parent, with a 50% chance of rendering him sterile as a result of damage to his reproductive organs. If the parent reverts during the second trimester, the damage is increased to 2d6 permanent Constitution drain (Fortitude save half as above) and a 90% chance of rendering the parent sterile.

The last trimester is even more hazardous, as the creature's body actually resists any attempts to polymorph into another form. The creature must make a Fortitude save with a DC 15 + the number of months into the pregnancy if they wish to polymorph into a different form, with failure indicating the polymorph does not occur. On a success, the polymorph is successful, although the parent suffers 3d6 points of permanent Constitution drain (another Fortitude save half as above) and a 95% chance of becoming sterile.

If the creature remains in the polymorphed form up to the birth, then the resulting child has the same creature type as the parent's true form (which could produce a half-breed if the polymorphed form is different from the other partner).

For this reason, creatures that are capable of polymorphing for indefinite periods are very cautious about the possibility of becoming pregnant and take extreme measures with birth control if they do not wish to conceive a child while in an alternate gender. Certain creatures, notably outsiders and fey, have amazing control over their own reproductive capabilities and, under most normal circumstances, may simply choose whether or not they get pregnant while in an alternate form.

Remove Disease: This spell is vital in areas that run rampant with disease, including venereal disease. Randy adventurers who frequent houses of ill repute have this spell applied as often as they can afford it.

Scrying: *Scrying* may be used in the same way as the *clairvoyance/clairaudience* spell----to watch or listen in on someone when you yourself are not present. It has the advantage of being able to track a specific person, even as they move about.

Shapechange: Use of the *shapechange* spell has the same pros and cons regarding sex and pregnancy as polymorph above.

Suggestion: *Suggestion* can be used to entice another person to engage in sex with you. If the target is able and inclined to have sex with you in the first place, your chances of success are much greater than normal (with a normal chance of success or a -1 to -2 penalty on the subject's Will save). On the other hand, asking a person that would not otherwise be interested (say of the same gender, a cleric sworn to chastity, or someone of a much higher social status), you should add +2 or more to target's Will save. Use of this spell to coax a person into having sex has the same legal consequences as *charm person* does.

Telekinesis: This powerful spell has its sensual aspects as well, allowing the caster to "touch" another being in a sexual way. Indeed, there are some spellcasters, most notably tantrists, that specialize in performing sexual acts solely through the use of this spell. Someone using *telekinesis*, without physically participating himself, may attempt telekinetic sex with another being, albeit at a -2 penalty on Perform (sexual techniques) checks due to the "distant" method and lack of tactile feedback. Alternately, a spellcaster may use this spell to augment a sexual encounter. Each round that the spellcaster uses this spell (requiring a Concentration check, DC 15), he may add a +4 enhancement bonus on Perform (sexual techniques) checks.

Unseen Servant: A well known, but little talked about variation of this spell allows a person to engage in sex with the same sort of invisible, mindless, force that produces an unseen servant. See the *unseen lover* spell. The regular *unseen servant*, however, cannot be used for sexual activity.

The items described in this chapter are various tools, toys, clothing, and devices, both magical and mundane, which have an overtly (or sometimes covertly) sexual purpose to them. Depending on a given society's attitude toward sex (and thus sexual items), these items either could be easily purchased from any vendor, or extremely difficult to find. Most of the items here could be commissioned on a case-by-case basis from the appropriate craftsman.

Sexual Goods

Described here are some items and clothing commonly used for sexual play. Table 5-1 provides the costs and weights for these items. For information on birth control devices, see below.

Ball Gag: A round rubber ball with straps. The ball is placed in a person's mouth and strapped around the head from behind. While worn, the person cannot speak, and he cannot cast any spells with verbal components.

Birth Shield: This distillate of herbs renders the imbiber (male or female) infertile for 4d6+6 (10-30) days. It is 95% effective (see Pregnancy, page 11). Usually taken as a preventative, some women also use a triple dose (taken all at once) as an abortive potion. Many societies that find birth shield acceptable as a preventative do not endorse the use of it to abort. The imbiber of a triple dose must make a DC 20 Fortitude save or lose the child. If done in the first trimester, she takes 1d6 points of damage whether or not she made the Fortitude save. During the second trimester, she takes 2d6 points of damage. Taken during the third trimester, the brew is very dangerous and the drinker takes 5d6 points of damage.

Birthing Kit: This specialized kit is similar to a healer's kit, but contains items designed for midwives to help a mother give birth. It provides a +2 circumstance bonus on Heal checks specifically related to childbirth (a regular Healer's kit only provides a +1 circumstance bonus in this case). A birthing kit is exhausted after ten uses.

Bloodletter's Kit: This kit is comprised of a dozen razors, scalpels, pins, needles, and other metal tools. They are used to create superficial wounds that bleed profusely. In the hands of an expert, they can cause exquisite pain that some find highly arousing. Using a bloodletter's kit gives a +2 circumstance bonus on Intimidation checks while being employed on a restrained victim.

Chastity Belt: A leather belt with a metal codpiece that fits over the wearer's genitals. It has a lock on the front, which allows it to be removed. This lock must be purchased separately. An Escape Artist check (DC 20) allows the wearer to wriggle free from a common chastity belt, or (DC 30) from a masterwork chastity belt.

Clamp: A small metal clamp that can be placed on the skin, commonly the nipple or other sensitive area. A clamp deals no damage, but the wearer suffers a -1 penalty on Concentration checks as long as it is worn (Multiple clamps have no additional penalty).

Collar: A tight fighting collar made from leather or metal with a metal ring, that fits around the neck of a creature. It is commonly used in conjunction with a leash (see above).

Desensitizing Rub: One dose of this ointment, rubbed into the genitals reduces sensitivity and sexual stimulation. It increases the amount of time that one can sustain sex without making a check (see page 42) by 10 minutes.

Dildo: A dildo is a penis-shaped rod used for sexual play, commonly made from wood, glass, or metal. This may be made double-headed for twice the cost.

Dominator's Garb: This exotic spiked leather outfit is designed with numerous buckles, spikes, and studs. It grants a +2 circumstance bonus on Intimidate checks, but causes a -2 penalty on Diplomacy checks.

Health Helper: If you drink health helper, you get a +5 alchemical bonus on Fortitude saving throws against disease for 1 hour.

Hood: A tight-fighting hood that fits over a Medium creature's head. Most hoods have eye slits and a hole for breathing, which can be closed. Someone wearing a leather hood suffers a -2 penalty on Listen checks while wearing a hood, and cannot see. A metal hood imposes a -4 penalty on Listen checks, and the wearer cannot see if the eye holes are closed.

Leash: A leather leash with a metal clasp, commonly attached to a neck collar of or other restraint worn by a submissive partner.

Makeup Kit: This kit contains a wide array of foundations, eyeliners, paints, brushes, and applicators that are used for adorning the skin. The price listed is for a basic kit-exotic and hard-to-get substances can drastically increase the price. Indeed, entire industries and trade exists to supply people with makeup. In some cultures, both men and women wear makeup. At the DMs discretion, proper use of a makeup kit can grant a +1 circumstance bonus to Appearance checks for 2d4 hours after application. This bonus is negated if the character gets caught in inclement weather, combat, or other situations in which it may get smudged or otherwise ruined.

Manacles and Manacles, Masterwork: Manacles can be made to fit any size creature. Most often, creatures of the appropriate size make them, so a Tiny creature is the one to create bindings for a Tiny creature. Medium and bigger manacles are usually made of iron. Smaller ones are made of harder materials such as mithral or adamantine.

A manacled creature can use the Escape Artist skill to slip free (DC 30 or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26 or DC 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points. Most manacles have locks, an additional cost.

Paddle: A wide, flat

Table 5-1: Items

Item	Cost	Weight
Ball Gag	1 gp	1 lb.
Birthing Kit	50 gp	1 lb.
Bloodletter's Kit	30 gp	4 lb.
Birth Shield	2 gp	-
Chastity Belt		
Common	20 gp	2 lb.
Masterwork	40 gp	2 lb.
Clamp		
Collar	2 gp	-
Leather	10 gp	1 lb.
Metal	1 gp	
Desensitizing Rub	10 gp	-
Dildo		
Wooden	2 sp	1 lb.
Glass	1 gp	2 lb.
Metal	2 gp	3 lb.
Dominator's Garb	75 gp	2 lb.
Health Helper	50 gp	-
Hood		
Leather	5 gp	-
Metal	40 gp	10 lb.
Leash, 5 foot	2 sp	-
Mask		
Leather	5 gp	-
Ornamental	5 gp	-
Metal	20 gp	5 lb.
Makeup Kit	10gp+	-
Manacles		
Fine	200 gp	-
Diminutive	100 gp	-
Tiny	50 gp	½ lb.
Small	15 gp	1 lb.
Medium	15 gp	2 lb.
Large	15 gp	10 lb.
Huge	150 gp	50 lb.
Gargantuan	500 gp	250 lb
Colossal	1,500gp	1,150 lb.
Manacles, Masterwork		
Fine	2,000 gp	-
Diminutive	1,000 gp	-
Tiny	500 gp	1/2 lb.
Small	50 gp	1 lb.
Medium	50 gp	2 lb.
Large	50 gp	10 lb.
Huge	500 gp	50 lb.
Gargantuan	5,000 gp	250 lb.
Colossal	15,000 gp	1,150 lb.
Paddle	4 sp	2 lb.
Wooden	4 sp	2 lb.
Leather	6 sp	2 lb.
Metal	10 sp	4 lb.
Penis Weights	1 gp+	1 lb.+
Piercing Kit	20 gp	1 lb.
Riding crop	5 sp	1 lb.
Rattan	1 sp	-
Leather (short)	5 sp	1 lb.
Leather (long)	7 sp	1 lb.
Scarification Kit	15 gp	1 lb.
Sensitizing Oil	10 gp	-
Sex Toy Kit	35 gp	5 lb.
Slickery	25 gp	-
Vershnat's Teats	1 sp	-
Whip (sexual)	5 sp	1 lb.
Flogger	5 sp	1 lb.
Bull	1 gp	2 lb.

wooden paddle used for spanking. It causes no damage but is very painful (and erotic) when used. If employed as a weapon (-4 to attack), the paddle deals 1d2 points of nonlethal damage.

Penis Weights: These are specially designed straps that fit snugly around a male's penis or testicles, from which a weight dangles from a slender chain. The weight eventually gives length to the penis or scrotum. For some cultures, wearing penis weights is a sign that the male has reached adult status. The price given is for 1-pound weights. Heavier and larger weights may be purchased for 1 gp per pound. Weights that are 2 pounds or more impose a -1 penalty on any skills that use Dexterity.

Piercing Kit: A piercing kit contains a wide array of needles, clamps, pads, gauze, alcohol, and other implements used to pierce the skin. The cost on Table 5-1 does not include the price of jewelry, which must be bought separately. A piercing kit is exhausted after ten uses.

Riding Crop: A leather or rattan crop normally employed for guiding horses, but commonly used as a symbol of authority. A riding crop is stiff like a paddle but is distinguished by having a small striking surface. A strike from a riding crop deals 1d2 points of nonlethal damage if used as a weapon (-4 penalty on attack).

Scarification Kit: This kit is similar to a bloodletter's kit, including scalpels, needles, specialized tools, and mixtures that promote scarring and/or coloration of wounds. A scarification kit is exhausted after ten uses.

Sensitizing Oil: One dose of this ointment, rubbed into the genitals, increases sensitivity and sexual stimulation. It decreases the amount of time that one can sustain sex without making a check (see page 42) by 10 minutes.

Sex Toy Kit: A leather case contains dildos, cocksheaths, leather straps, feathers, and silk scarves. It adds a +2 circumstance bonus on sexually focused skill checks. A sex toy kit is exhausted after ten uses.

Slickery: This slippery lubricating oil gives the user a +2 competence bonus on Escape Artist checks. One application lasts for 1 hour.

Vershnat's Teats: These nipple-shaped chocolates aid in conception. They increase the chance of conception (see page 11) by 10%.

Whip (sexual): A braided leather length often employed as a weapon or torture device. The sexual version is shorter and thus delivers less force. A whip, like a riding crop, is long with a small striking surface. It is distinguished from the riding crop by its flexible length. Floggers have multiple strands and are used to warm or prepare the skin. They do no damage. Bullwhips (sexual) usually have only a few or even one length and are longer. A strike from a bullwhip (sexual) deals 1d2 points of nonlethal damage if used as a weapon (-4 penalty on attack).

Aphrodisiacs

Aphrodisiacs are liquids, herbs, food or other substances that can both lower inhibitions and heighten the libido of the person that ingests them. Aphrodisiacs blur the line between alchemy, magic, and mundane substances. Despite rumors to the contrary, you can rule that aphrodisiacs have no actual effect on the person that ingests them, however there will always be those who believe that they function as described.

Because of their effects, aphrodisiacs function in a similar way to poisons and drugs, dealing ability damage or having some other side effect in addition to its primary effect. Unlike regular drugs, however, there is no chance of addiction.

The legality of aphrodisiacs varies from region to region. Some places see them as acceptable "perks" of sexuality, while others consider them dangerous drugs with the appropriate laws to punish those that peddle, possess, or use them.

In addition, aphrodisiacs run the same ethical and legal risks that coercive magic has. See the Sex, Spells, Law, and Morality sidebar on page 120 for more information.

Aphrodisiac and Drug Effects

The characteristic of aphrodisiac are described on Table 5-2: Aphrodisiacs.

The effects and other aspects of each drug are described here, along with the various side effects and the results of overdoses if they occur.

Initial Effect: The effect of the drug if the initial saving throw is failed. If multiple effects are given, the result of one saving throw indicates whether all or none of these effects occur.

Secondary Effect: The effect of the drug if the secondary saving throw is failed. If multiple effects are given, the result of one saving throw indicates whether all or none of these effects occur.

Side Effects: Side effects, if any. These occur immediately upon taking the aphrodisiac.

Overdose: This describes what constitutes an overdose and the effects if this occurs.

Black Out: This blue-black liquid can be taken straight, but is commonly added to a drink. It has a very mild metallic taste (Wisdom check DC 20 to notice). It is made from exotic crushed minerals that are found in desert regions. It encourages sexual activity, but makes the user very sensitive to light.

Initial Effect: 1d4 points of Wisdom damage.

Secondary Effect: The subject becomes susceptible to commands as per the *suggestion* spell, but only relating to sexual situations and requests for sex.

Side Effects: A creature under the effects of black out must make a Fortitude save (DC 15) or become dazzled in bright sunlight or within the radius of a daylight spell. This effect lasts for 24 hours.

Overdose: Black Out can be dangerous if overused. Anyone who takes more than one dose in 24 hours must make a Fortitude save (DC 15) or take 1d3 points of Constitution damage.

Crystal Vapor: Resembling small crystalline lumps and fine clear powder, crystal powder is burned as incense. It has a pleasant, light smell similar to lemons (Wisdom DC 20 to recognize).

Initial Effect: 1d4 points of Wisdom damage.

Secondary Effect: Those under the effect of crystal vapor feel euphoria and a heightened libido. The user suffers a -4 penalty to all Bluff or Diplomacy checks versus seduction attempts. However, they gain a +2 bonus to Perform (sexual techniques) checks.

Overdose: If more than one dose is taken in a 24 hour period, the user becomes confused as the spell for an additional 1d3 hours.

Golden Haze: This aphrodisiac comes in small golden tablets that are ingested. They are easily obtained, but expensive, and popular with hedonists and orgiastic religions.

Initial Effect: Everything within the user's vision obtains a beautiful, but distracting, golden glow, imposing a -2 penalty to Spot and Search checks.

Secondary Effect: The user becomes extremely sexually aroused and will be impelled to engage in sex if possible. He also gains a +2 alchemical bonus to Perform (sexual technique) checks for 1d2 hours.

Overdose: More than one dose per 24 hours means the user's libido is completely suppressed and he slumps into a deep depression. He suffers a -4 penalty to all Bluff, Diplomacy, and Intimidate checks for 1d3 hours.

Osquin Root: The root from this plant is chewed to produce a lowered inhibition and increase stamina. It has a foul taste like strong, rotting cabbage (Wisdom check DC 10 to notice if mixed in food).

Initial Effect: The user becomes nauseated for 2d10 minutes.

Secondary Effect: The user gains a 1d8 Constitution bonus for the purposes of Sustaining Sex (see page 42).

Table 5-2: Aphrodisiacs

Name	Type	Price	Alchemy DC
Black Out	Ingested DC 20	20 gp	15
Crystal Vapor	Inhaled DC 18	200 gp	20
Golden Haze	Ingested DC 15	750 gp	30
Osquin Root*	Ingested DC 25	500 gp	-
Red Fire	Inhaled DC 13	20 gp	15

Name: The name of the aphrodisiac.

Type: The method in which the aphrodisiac is introduced into the creature's system and the DC of the Fortitude save necessary to avoid the effects of the drug.

Price: The price of a single dose of the aphrodisiac, assuming that it is readily available. The price can increase drastically if it is banned within the society.

Alchemy DC: The DC for the Alchemy check required to make the drug. This assumes that the maker has access to an alchemical laboratory and all the necessary ingredients.

* This is a natural substance that cannot be made artificially.

Overdose: If the user takes more than one dose within a 24 hour period, he must make a Fortitude save (DC 18) or become permanently sterile.

Red Fire: This reddish liquid is commonly applied to a cloth and then inhaled. It is a powerful stimulant that heightens sexual arousal.

Initial Effect: The user suffers 1d2 points of Intelligence and Wisdom damage.

Secondary Effect: The user gains a +2 alchemical bonus to Charisma for 1d3 hours.

Overdose: If two doses are taken with the space of an hour, the user becomes violent and will begin attacking the nearest person, ally or foe. This effect lasts for one hour. It is harmful if swallowed (Fortitude save DC 13 or suffer 1d6 points of Strength damage).

Birth-Control Devices

Condoms: The common condom is made from sheepskin or some other animal part that is both flexible and tight fitting. An improvised condom is any sort of barrier wrapped around the penis without having been crafted by some with the Craft (sexual items) skill. A masterwork condom is a superior piece of work, made from thin rubber or some other exotic substance that is much more impermeable than sheepskin.

Condoms reduce the chance of conception from occurring. If sex results in pregnancy (see Conception in Chapter 2: *Rules, Skills, & Feats*) while the male is wearing a condom, make another d% roll, consulting table 5-3. This table shows the percent chance that the condom prevents conception from occurring. A common condom may be used more than once, but each successive usage reduces the chance of protection by 20% (can be reduced to 0%). A masterwork condom may be used a dozen times, with no reduction in the chance of protection. After that, however, its protection is reduced by 10% per additional sexual encounter.

As barriers that prevent bodily fluids from being transmitted between sexual partners, condoms may grant a bonus on resist sexually transmitted disease. Improvised condoms give no bonus on Fortitude save DCs to resist sexually transmitted disease. Common condoms grant a +5 bonus on this save and masterwork condoms grant a +10 bonus.

Diaphragms: A diaphragm is a physical barrier placed in the vagina of a female to block sperm from entering the cervix. An improvised diaphragm is any sort of barrier inserted before sex (such as a hollowed out lemon rind) without having been made by someone with the Craft (sexual items) skill. A masterwork diaphragm is a superior piece of work, made from thin rubber or some other exotic substance that is custom made for the user. For our purposes, a cervical cap is a form of diaphragm.

If sex results in pregnancy (see Conception in Chapter 2: *Rules, Skills, & Feats*) while the female is using a diaphragm, make another d% roll, consulting table 5-3. This table shows the percent chance that the diaphragm prevents conception from occurring. A diaphragm (other than improvised) may be used over and over again, although it must be thoroughly cleaned between uses.

Diaphragms provide no bonus on Fortitude saves to prevent sexually transmitted diseases.

Pessaries: Pessaries are mixtures of various natural substances that act as a spermicidal agent inside a woman's vagina. They are not as effective as barriers, condoms, and diaphragms, when used alone, but are commonly used in conjunction with other birth control as an additional precaution.

Table 5-3: Birth-Control Devices

Item	Cost	Protection Chance	Fort DC Bonus
Condom			
Improvised	-	5%	+0
Common	1 sp	70%	+5
Masterwork	10 gp	85%	+10
Diaphragm			
Improvised	-	20%	+0
Common	4 sp	70%	+0
Masterwork	15 gp	80%	+0
Pessary, vial			
Common	5 sp	10%*	+0
Superior	5 gp	20%*	+0

* If combined with other birth control, the maximum percentage is 99%

Common pessaries are easily made, requiring a Craft (sexual items) or Craft (alchemy) check (DC 10). Superior pessaries use more exotic and powerful ingredients and require a Craft (sexual item) or Craft (alchemy) check (DC 20).

If sex results in pregnancy (see Conception in Chapter 2: *Rules, Skills, & Feats*) while the female is using a pessary, make another d% roll, consulting table 5-2. This table shows the percent chance that the pessary prevents conception from occurring. The price listed on Table 5-2 shows the price for a single application.

Pessaries provide no bonus on Fortitude saves to prevent sexually transmitted diseases.

Sexual Services

After a long, arduous adventure, some characters like to relax by the fire. Others prefer hoisting a few tankards in a tavern. For others, sometimes the night is not complete without someone to share their bed and get the sexual satisfaction that they crave. The prices listed on Table 5-3 are for a single "basic" sexual encounter (for streetwalkers and brothel prostitutes), an evening's entertainment (for escorts), or a massage (for masseurs). For exotic, unusual, perverted, or illegal acts, the price goes up considerably. Getting a prostitute to perform a sexual act that he is not interested in doing might require an opposed Diplomacy check. Each time the character doubles the asking fee, he gains a +2 bonus on this Diplomacy check to see if the prostitute agrees to the request. A failure of 5 or more indicates the prostitute not only refuses, but considers all further "business" concluded.

Escort: An escort is a companion, typically for an entire evening, who accompanies a person to social functions. In addition to looking good, an escort has ranks in Diplomacy and is well versed in the art of conversation and social graces. Escorts are not prostitutes, but many include sex as part of the evening's tasks if requested (double the cost of service if sex is expected along with the normal service). It is also assumed that the client pays for the escort's meal or entry fee to a social event, which is priced separately. Most escorts work for a service, which receives orders and provides an escort who fits the client's request. This service typically takes between 20%-50% of the fee.

A poor escort is homely to average appearance (Appearance 8-10) or not particularly eloquent (1 or 2 ranks in Diplomacy or none). A common escort is of average Appearance (App 10-13) and has 2 or more ranks minimum in Diplomacy. An excellent escort is very attractive (App 14-16) and has 4 or more ranks minimum in Diplomacy. A superior escort is beautiful (App 17-19) and has the maximum number of ranks in Diplomacy for her level (if the escort is a non-adventuring expert NPC).

Streetwalker: The most common type of prostitute is the streetwalker, a lady (or man) of the evening who woos passersby for sexual favors in exchange for money. Most streetwalkers claim a street corner, alleyway, dock, or other location as her "turf" and fights with others to find the best location. Streetwalkers perform sex wherever asked, typically behind buildings, in alleys, or in the back of a wagon. Pimps and purveyors are common sights, running harems of 1d6 streetwalkers. If a streetwalker has a pimp, haggling for a price is done with them instead—streetwalkers (and clients) who stray outside their pimp's authority risk being beaten, maimed, or killed.

A poor streetwalker is usually ugly, disfigured, obese, or just generally unattractive (App 6-9) and has 1 or 2 ranks (or none) in Perform (sexual technique). A common streetwalker has average Appearance (App 10-13) and has a minimum 2 ranks Perform (sexual technique). An excellent streetwalker is very attractive (App 14-16) and has a minimum 4 ranks in Perform (sexual technique). A superior streetwalker is stunning (App 17-19+) and has a minimum 8 ranks in Perform (sexual techniques). Excellent and superior streetwalkers are exceedingly rare, as most of the best go to work in brothels.

Brothel Prostitute: Where a streetwalker takes to the alleys, a brothel prostitute works for a bordello, "gentlemen's' club," or other house where rooms and prostitutes are provided together. Brothel prostitutes have their own rooms in which to service their clients-these quarters can be squalid hellholes or luxurious love nests, depending on the quality of the brothel and prostitute employed.

A poor brothel prostitute is unattractive (App 6-9), 1 or 2 ranks (or none) in Perform (sexual technique), and her room is typically filthy, sparsely furnished-little more than a mat on the floor-and not very private. A common brothel prostitute has average Appearance (App 10-12), has a few ranks in Perform (sexual technique), and has a comfortable, moderately clean room and bed. An excellent brothel prostitute is very attractive (App 13-16), has a minimum 4 ranks in Perform (sexual technique), and her room is clean, pleasant smelling, and private. A superior brothel prostitute is beautiful (App 17-19+), has the maximum number of ranks in Perform (sexual technique) for her level (if nonadventuring Expert class), and has an opulent, pleasing room with incense, drink, and erotic art.

Master/Mistress: A master (or mistress for females) is someone who takes a dominant role in sexual play, disciplining the client according to their requests. Despite common perception, most masters are not prostitutes per se, and do not engage in sex with the clients, although sex can occur if requested and additional money paid out.

Unlike prostitutes, Appearance doesn't matter as much with masters—it is their Charisma and force of will that make them marketable. A poor master is either not particularly dominating (Cha 12-13) or little more

Table 5-4: Sexual Services

Service	Cost
Escort	
Poor	2 sp +
Common	4 sp +
Excellent	1 gp +
Superior	1 pp +
Streetwalker	
Poor	1 cp +
Common	1 sp +
Excellent	1 gp +
Superior	5 gp +
Brothel Prostitute	
Poor	5 cp+
Common	5 sp +
Excellent	5 gp +
Superior	10 gp +
Master/Mistress	
Poor	2 sp +
Common	10 sp +
Excellent	10 gp +
Superior	20 gp +
Masseuse	
Common	2 cp +
Full Body	2 sp +
Superior	1 gp +

than a thuggish brute who beats someone with little finesse (2 ranks in Intimidation and few if any ranks in Perform [sexual technique]). A common master is more forceful (Cha 14-15) and has 2 or more ranks in Intimidation and Perform (sexual technique). An excellent master has a powerful personality (Cha 16-17) and is well versed in the art of domination/submission, with a minimum of 4 ranks in Intimidation and Perform (sexual technique). A superior master is someone to be reckoned with (Cha 18-19) and has the maximum number of ranks in Intimidation and Perform (sexual technique) for his level. Excellent and superior masters strive to become Dominators (see Chapter 3: *Base & Prestige Classes*) and charges far more than the norm-but the client is taken to the limits of her threshold for pleasure and pain.

Masseuse: A masseuse is someone trained in the art of giving massages, for relaxation, health issues, or for its erotic nature. A talented masseur can knead tired muscles and rub fragrant, relaxing oils into the skin. This is a sensual, not a sexual activity, but is occasionally used as camouflage for prostitution in sexually repressive societies.

A common massage takes about 30 minutes and is a simple rubdown of the shoulders, neck, and head of the client. A full-body massage takes at least an hour and goes from head to toe, working out all the knots in the client's body. A superior massage is a sensual delight, with aromatherapy, soothing music, or a hot bath (or steam room). Specialists exist who perform exotic forms of massage—walking on the back, acupuncture, or extremely rough deep tissue massage.

As the purpose of a massage is to get the person to relax, after half an hour of massage, and if the masseuse makes a Profession (masseuse) check (DC 15), the person receiving the massage suffers a -1 Will save to any enchantments that target him.

Magic Items

Below are several sections discussing magic items in sexual-themed campaigns, including new items, material and powers.

Armor and Shield Special Abilities

Although armor and shields seem a bit out of place when talking about sexual matters, some of these protective items can and are used in such a manner.

Confidence: Armor and shields with this ability are made of finely polished steel, often embossed with gold. A suit of armor or a shield with this ability grants the wearer a +2 enhancement bonus to Charisma. In addition, the wearer may add their Charisma modifier to all Will saves.

Moderate enchantment; *Caster Level:* 3rd; Craft Magic Arms and Armor, *eagle's splendor, resistance*; Price: +1 bonus.

Enticing: This ability is only found in armor---there are no known instances of shields possessing it. Regardless of the type of armor, the wearer's physical features are accentuated and enhanced, showing tantalizing bits while still providing protection. The wearer of this armor gains a +2 bonus to Appearance. Once per day, the wearer of the armor may cast seduction as if by a 7th-level sorcerer.

Moderate transmutation; *Caster Level:* 7th; Craft Magic Arms and Armor, *peacock's beauty, seduction*; Price: +1 bonus.

Fiendskin: A suit of armor or a shield with this property is made from or covered with demon hide. Three times per day, the wearer can speak a command word to activate a *protection from good* spell upon himself.

Moderate abjuration; *Caster Level*: 9th; Craft Magic Arms and Armor, *fiendish seed, protection from good;* Price +3,000 gp.

Peace Armor: A suit of armor or a shield with this property normally is adorned with a dove or other symbol of peace. The wearer can speak a command word to activate a *sanctuary* spell (DC 11) upon herself.

Faint abjuration; *Caster Level:* 5th; Craft Magic Arms and Armor, *sanctuary;* Price +1,800 gp.

Resolve: Armor and shields with this ability are always made of dull steel, without embellishment. A suit of armor or a shield with this ability grants the wearer a +4 bonus on Will saves. In addition, the wearer gains a +10 enhancement bonus on Diplomacy, Bluff, and Intimidate checks that involve a sexual nature, such as seduction, innuendo, or sexual intimidation.

Moderate abjuration; Caster Level: 10th; Craft Magic Arms and Armor, *resistance*; Price: +2 bonus.

Specific Armors

Celestial Argentum Breastplate: This reddish armor is buffed to a shine. It gleams with the holiness of its celestial materials. Its underskirt or suit is of fine mail. Speed while wearing a celestial argentum breastplate is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of

You're Not Wearing That to Bed, Are You?

Except in unusual circumstances, the only way to get the full benefit of sex is to strip. For most players, the idea of having their characters go naked can be more disconcerting from a game point of view rather than a social one—the character's armor class goes down, his abilities may drop, and without his trusty sword at his side, he's open to attack!

In a society replete with magic items, there could be an unwritten social rule that some items are never taken off-even during acts of passion. At some point, however, a character has to strip, if nothing more than to win the good will of his partner. Most people prefer to get naked before having sex, but the circumstances dictate what can and can't be worn as well as the reaction of one or both of the partners. An adventurer who decides to get a little action in a back alley with a streetwalker may simply drop his pants to hi knees and go at it.

Magic items in the form of jewelry may be kept on without their partner caring that much—rings, amulets, periapts, chokers, necklaces, bracers, bracelets, and scarabs. Few people insist that a person remove every piece of jewelry he might be wearing before sex. However, it might be considered a sign of trust for the complete removal of all magic items to show that he has nothing to hide—or fear. Of course, if the item is particularly large, obnoxious, or disgusting, the presence of a "mere" piece of jewelry garners a negative response. After all, going to bed with someone who wears a hand of glory around his neck is a major turnoff-unless you happen to be a necromancer. . . .

Other items may be worn, but may seem odd or out of place in the bedroom. Anyone insisting on wearing a hat, helmet, phylactery, goggles, belts, gloves, or gauntlets probably gets a poor response (imposing at least a -2 penalty on an Diplomacy checks that might come up during the course of the sexual encounter, although the wearing of such an item may be part of the appeal). Wearing a vest, vestment, shirt, robe, cloak, cape, mantle, or other piece of magical clothing is not uncommon, unless it's so big and bulky that it gets in the way of the act.

And yes, characters suffer the appropriate Armor Check penalty on any Perform (sexual technique) checks while engaging in sex. . . . along with the general distaste and ill will from the other person.

15%, a maximum Dexterity bonus of +5, and a -1 armor check penalty. It is considered light armor (see Celestial Argentum, page 140) and weighs 15 pounds.

No aura (nonmagical); Price 2,100 gp.

Fiendish Full Plate: This +4 *fiendskin full plate* is favored by the elite among demons, devils, and their half-breeds.

Moderate abjuration [Evil]; *Caster Level:* 15th; Prerequisites: Craft Magic Arms and Armor, *fiendish seed, protection from good,* creator must be evil; *Market Price:* 20,650 gp; *Cost to Create:* 12,150 gp + 840 XP.

Weapon Special Abilities

Beyond their ability to inflict physical harm, some magical weapons accentuate aspects of sexuality—for good or ill.

Disfiguring: Regardless of type, weapons with this ability are gnarled and ugly, with additional spikes, flanges, and pits of rust. Any living opponent struck by a disfiguring weapon must make a Fortitude save (DC 16) or take 1d6 points of Appearance damage.

Moderate transmutation; *Caster Level:* 5th; Craft Magic Arms and Armor, *repulsiveness;* Price: +1 bonus.

Dripping: Upon command, a dripping weapon is sheathed in acid. The acid does not harm the wielder or the weapon. The effect remains until another command is given. A dripping weapon deals an extra 1d6 points of acid damage on a successful hit. Bows, crossbows, and slings so crafted bestow the effect upon their ammunition.

Moderate evocation; *Caster Level:* 8th; Craft Magic Arms and Armor, *acid splash;* Price: +1 bonus.

Dripping Splash: A dripping splash weapon functions as a dripping weapon that also explodes with acid upon striking a successful critical hit. In addition to the extra damage from the drip-

Alternate Spaces for Magic Items on the Body

These options do not create additional spaces in which magic items can be worn. Instead, they provide flavorful opportunities to add more sensuality and diversity to a campaign.

The magic items in this chapter use the additional option for body spaces and have had their prices determined accordingly. For piercing locations, see the Piercing Locations sidebar on page 84.

Core Rules	Additional Options
One headband, hat, helmet or phylactery on the head	One hair comb, forehead jewel, headdress, hair ornament, or mask worn on the head
One pair of eye lenses or goggles on or over the eyes	One set of eyelash extensions
One amulet, brooch, medallion, necklace periapt, or scarab around the neck	One scarf, boa, or collar worn around the neck
One vest, vestment, or shirt on the torso	One harness, or bustier on the torso
One robe or suit of armor on the body	One set of breeches, trousers, harem pants, or skirt worn on the lower body
One belt around the waist	One codpiece worn over the groin, penis sheath, penis ring, or vaginal or anal insert
One cloak, cape, or mantle around the shoulders	One shawl around the shoulders
One pair of bracers or bracelets on the arms or wrists	One pair of cuffs or manacles on the arms or wrists
One glove, pair of gloves, or pair of gauntlets on the hands	One set of fingernail extensions
One ring on each hand (or two rings on one hand)	A total of two rings, worn on fingers or toes
One pair of boots or shoes on the feet	One anklet

ping ability, a dripping splash weapon deals an extra 1d10 points of acid damage on a successful critical hit. If the weapon's critical multiplier is [ts]3, add an extra 2d10 points of acid damage instead, and if the multiplier is [ts]4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the extra acid damage upon their ammunition. Even if the dripping ability is not active, the weapon still deals its extra damage on a successful critical hit.

Moderate evocation; *Caster Level:* 10th; Craft Magic Arms and Armor *acid splash;* Price: +2 bonus.

Masochistic: Upon command, a masochistic weapon is sheathed in a writhing, dark glow. The effect remains until another command is given. A masochistic weapon deals an extra 2d4 points of damage on a successful hit and the wielder takes nonlethal damage equal to half the damage inflicted. Bows, crossbows, and slings so crafted bestow the effect upon their ammunition.

Moderate evocation; *Caster Level:* 8th; Craft Magic Arms and Armor, *inflict light wounds, shield other*; Price: +1 bonus.

Masochistic Burst: A masochistic burst weapon functions as a masochistic weapon that also explodes with force upon striking a successful critical hit. In addition to the extra damage from the masochistic ability, a masochistic burst weapon deals an extra 2d8 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 3d8 points of damage instead, and if the multiplier is x4, add an extra 4d8 points. Bows, crossbows, and slings so crafted bestow the effect upon their ammunition. Even if the masochistic ability is not active, the weapon still deals its extra damage on a successful critical hit.

Moderate evocation; *Caster Level:* 10th; Craft Magic Arms and Armor, *inflict serious wounds, shield other;* Price: +2 bonus.

Pleasurable: This ability imbues a weapon with sexual energy, so that a creature struck by it is overwhelmed with feelings of pleasure rather than pain. On command, the weapon suppresses the ability until commanded to resume it. Bows, crossbows, and slings so enchanted bestow the pleasurable effect upon their ammunition. A creature struck by a pleasurable weapon takes nonlethal damage (at no penalty on attack rolls) and must make a Will save (DC 15) or be affected as if by the *orgasmic vibrations* spell.

Moderate enchantment; *Caster Level:* 7th; Craft Magic Arms and Armor, *cure light wounds, orgasmic vibrations;* Price: +2 bonus.

Sadistic: Upon command, a sadistic weapon is sheathed in glowing force. The effect does not harm the wielder or the weapon. The effect remains until another command is given. A sadistic weapon deals an extra 1d4 points of damage on a successful hit. Bows, crossbows, and slings so crafted bestow the effect upon their ammunition.

Moderate evocation; *Caster Level:* 8th; Craft Magic Arms and Armor, *magic missile;* Price: +1 bonus.

Sadistic Burst: A sadistic burst weapon functions as a sadistic weapon that also explodes with force upon striking a successful critical hit. In addition to the extra damage from the sadistic ability, a sadistic burst weapon deals an extra 1d8 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of damage instead, and if the multiplier is x4, add an extra 3d8 points. Bows, crossbows, and slings so crafted bestow the effect upon their ammunition. Even if the sadistic ability is not active, the weapon still deals its extra damage on a successful critical hit.

Moderate evocation; *Caster Level:* 10th; Craft Magic Arms and Armor, *magic missile*; Price: +2 bonus.

Will Sapping: Commonly employed by slavers and dominators, will-sapping weapons have a pale, sickly quality to them. A living creature struck with a will-sapping weapon must make a Will save (DC 20) or take 1 point of Wisdom damage. On a critical hit, this point is permanently drained.

Moderate necromancy; *Caster Level:* 7th; Craft Magic Arms and Armor, *bestow curse;* Price: +2 bonus.

Specific Weapons

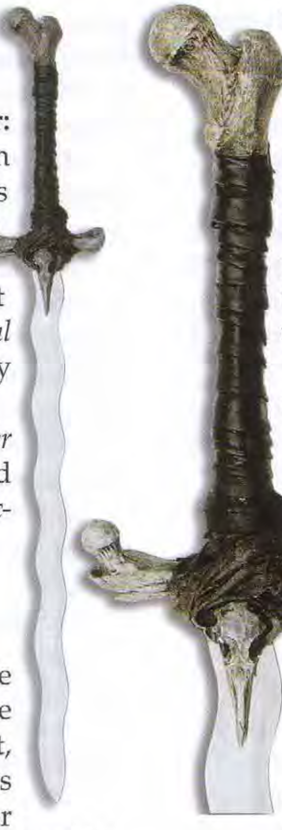
The following magic items are created with the qualities presented here.

Dark Talon: This *+1 sadistic unholy bastard sword* has a wavy blade. Its grip is made from celestial's thigh bone and is bound in leather made from humanoid skin.

Moderate abjuration [Evil]; *Caster Level:* 15th; Craft Magic Arms and Armor, *unholy* *blight,* creator must be evil; Market Price: 32,335 gp; Cost to Create: 16,335 gp + 1,280 XP.

Phallus of the Engorged Satyr: Carved from the wood of an ancient oak tree, this *+2 greatclub* is shaped like an enormous phallus. The wielder acts as if he has the Animal Magnetism feat and allows him to cast *irrational attraction* once per day as if cast by a 7-level druid.

Moderate enchantment; *Caster Level:* 7th; Craft Magic Arms and Armor, *eagle's splendor, irrational attraction;* Price: 23,385 gp; Weight: 8 lb.



Potions

Incorporating the new spells in the *Book of Erotic Fantasy* adds more potions to your campaign. First, roll to determine if the potion is from Core Rulebook II (01-90%) or from Table 5-5: Potions and Oils (91-100%)

Rings

Rings, the symbol of marriage and union, are common magic items. Some harness the power of sexuality.

Disease Detection: This ring allows the wearer to touch a creature and determine if they are carrying a disease, as per the *detect disease* spell as if cast by a 3rd-level cleric. Adventurers who frequent brothels covet these items.

Faint divination; *Caster Level:* 3rd; Forge Ring, *detect disease;* Price: 10,800 gp.

Shielding: A *ring of shielding* is one of two kinds: Protector or protected. They are created at the same time.

Protector: The wearer of a protector version of the ring of shielding fulfills the role of the caster of the *shield other* spell.

Protected: The wearer of a protected version of the *ring of shielding* fulfills the role of the recipient of the *shield other* spell.

The rings only work when the two parties are within 30 feet. They automatically stop functioning if the wearers are more than 30 feet apart and likewise automatically resume functioning if the wearers resume the 30-foot proximity.

Moderate divination; *Caster Level:* 7th; Forge Ring, *shield other;* Price: 10,000 gp (protector), 10,000 gp (protected).

Status: A *ring of status* is one of two kinds: Principal or secondary. A principal ring must be created first and then the secondary rings are created and tied to a particular principal ring.

Principal Ring: The wearer of a principal ring is aware of the wearers of secondary rings joined to it as if the principal ring wearer had cast *status* on them.

Secondary Ring: The wearer of this ring is watched over by the wearer of the principal ring as if the principal ring wearer had cast *status* on the secondary ring wearer.

Moderate divination; *Caster Level:* 7th; Forge Ring, *status;* Price: 24,000 gp (principal), 8,000 gp (each secondary ring).

Truth: This ring throbs gently whenever a lie is said in hearing range of the wearer, as if by the *discern lie* spell cast by a 7th-level cleric.

Moderate divination; *Caster Level:* 7th; Forge Ring, *discern lies;* Price: 56,000 gp.

Rods

The phallic nature of rods appeals to many creators who embrace sexuality. They are commonly employed in acts of sex as part of their activation.

Rod of Repression: This solid iron rod is unadorned and uncomfortably cold to the touch. If the wielder has access to the Denial domain, she gains a +1 to her caster level when casting any of the spells on that list. Once per day, the rod can release a wave of energy that saps the libido and self-confidence of everyone within 30 feet of the wielder. Any creatures within range must make a Will save (DC 20) or suffer 1d6 points of Charisma damage (to a maximum of 5d6). The wielder gains the same amount to her Charisma score for 24 hours. Any creatures that sustain damage also lose any sexual desire for 24 hours, and gains no benefit from sexual feats, spells, or supernatural abilities. This effect may be negated by a *break enchant-*

Table 5-5: Potions and Oils

Minor	Medium	Major	Potion or Oil	Market Price
01-60	-	-	Depilatory (oil)	25 gp
61-80	-	-	Detect pregnancy (self only)(potion)	25 gp
81-90	01-05	-	Animate image (oil)	50 gp
91-100	06-20	-	Block the seed (potion)	50 gp
-	21-30	-	Eminently talented (potion)	300 gp
-	31-40	-	Engorged strike (potion)	300 gp
-	41-50	-	Mantle of love (potion)	300 gp
-	51-60	-	Peacock's beauty (potion)	300 gp
-	61-70	-	Pleasant dreams (potion)	300 gp
-	71-80	-	Resist temptation (potion)	300 gp
-	81-90	-	Reverse gender (potion)	300 gp
-	91-100	-	Touch me not (potion)	300 gp
-	-	01-30	Blandness (potion)	750 gp
-	-	31-60	Innocence of the virgin (potion)	750 gp
-	-	61-90	Privacy (potion)	750 gp
-	-	91-100	Pheromones (potion)	1,650 gp

ment or *remove curse.*

Strong necromancy; *Caster Level:* 10th; Craft rod, *doom, enervation;* Price: 61,700 gp; Weight: 3 lb.

Rod of the Erotic Body: This flesh-colored rod is shaped like a double-headed dildo-it is both warm and rock hard to the touch. If the wielder engages in sex, he gets an increase to one of his ability scores as if he had one of the following feats—Limber, Virility, Physical Perfection, or Satisfied Glow. He must still make a Perform (sexual technique) check and engage in sex for at least 20 minutes to gain the benefit of one of these feats (see Chapter 2: *Rules, Skills, & Feats*). If he already has one of the feats mentioned above and engages in sex in order to gain its benefit, the bonus is increased by +2.

Strong transmutation; *Caster Level:* 11th; Craft Rod, *bear's endurance, bull's strength, cat's grace, peacock's beauty;* Price: 67,200 gp; Weight: 3 lb.

Rod of the Erotic Spirit: This rod is identical in appearance to the *rod of the erotic body* above, except that it is warm and slightly flexible. If the wielder engages in sex, he gets an increase to one of his ability scores as if he had one of the following feats—Kundalini, Self-Aware, or Tantric. He must still make a Perform (sexual technique) check and engage in sex for at least 20 minutes to gain the benefit of one of these feats (see Chapter 2: *Rules, Skills, & Feats*). If he already has one of the feats mentioned above and engages in sex in order to gain its benefit, the bonus is increased by +2.

Strong transmutation; *Caster Level:* 10th; Craft Rod, *eagle's splendor, fox's cunning, owl's wisdom*; Price: 50,400 gp; Weight: 3 lb.

Staffs

Staff of Holy Pleasure: This staff is made of rowan wood with runes made of silver embedded into the wood. It allows the use of the following spells.

- *Healing sphere** (1 charge)
- *Succor** (3 charges)
- *Mass vision of exquisite pleasure** (3 charges)

Caster Level: 9th; Craft Staff, *healing sphere*, succor*, vision of exquisite pleasure, mass**; Market Price: 29,800 gp.

Staff of Purity: Made of clear crystal, this staff catches and reflects the light like a prism.

- *Mantle of love** (1 charge)
- *Resist temptation** (1 charge1)
- *Prayer* (1 charge)

Caster Level: 9th; Craft Staff, *mantle of love*, prayer, resist temptation**; Price: 33,000 gp.

Staff of the Sexually Perverse: Truly only of full utility to those who have the perversion domain, a staff of the sexually perverse varies greatly in appearance. Some look like misshapen, engorged penises. Others look like a withered branch. They are always shaped like something twisted or unnatural.

- Cursed orgasm* (1 charge)
- Impotency* (2 charges)
- Fiendish seed* (10 charges)

Table 5-6: Wands

Minor	Medium	Major	Spell	Market Price
01-08	-	-	Analyze Fertility	375 gp
09-16	-	-	Depilatory	375 gp
17-24	-	-	Detect Pregnancy	375 gp
25-32	-	-	Divine Mark	375 gp
33-40	-	-	Animate Image	750 gp
41-48	-	-	Block the Seed	750 gp
49-56	-	-	Engorged gait	750 gp
57-64	-	-	Share sensation	750 gp
65-72	-	-	Suspicion	750 gp
73-80	-	-	Vision of exquisite pleasure	750 gp
81-87	-	-	Ale goggles	1,500 gp
88	01-05	-	Detect Disease	4,500 gp
89	06-10	-	Disrobe	4,500 gp
90	11-15	-	Eminently Talented	4,500 gp
91	16-20	-	Engorged strike	4,500 gp
92	21-25	-	Magic Probe	4,500 gp
93	26-32	-	Mantle of Love	4,500 gp
94	33-39	-	Miss	4,500 gp
95	40-54	-	Peacock's beauty	4,500 gp
96	55-57	-	Pleasant Dreams	4,500 gp
97	58-64	-	Resist Temptation	4,500 gp
98	65	-	Reverse Gender	4,500 gp
99	66-70	01-08	Touch me not	4,500 gp
100	71-75	9-12	Unseen Lover	4,500 gp
-	76-77	13-16	Blandness	11,250 gp
-	78-79	17-20	Cursed Orgasm	11,250 gp
-	80-81	21-24	False Confidence	11,250 gp
-	82-83	25-28	Healing Sphere	11,250 gp
-	84-85	29-32	Innocence of the Virgin	11,250 gp
-	86-87	33-36	Jealousy	11,250 gp
-	88-89	37-40	Liar's Curse	11,250 gp
-	90-91	41-44	Lifebond	11,250 gp
-	92-93	45-48	Limited Telepathy	11,250 gp
-	94-95	49-52	Phantasmal lover	11,250 gp
-	96-97	53-56	Privacy	11,250 gp
-	98-99	57-60	Repulsiveness	11,250 gp
-	100	61-64	Ale goggles, mass	15,750 gp
-	-	65-69	Analyze Ancestry	16,250 gp
-	-	70-72	Beauty's caress	21,000 gp
-	-	73-75	Desperation	21,000 gp
-	-	76-78	Ghost Touch	21,000 gp
-	-	79-81	Impotency	21,000 gp
-	-	82-84	Irrational Attraction	21,000 gp
-	-	85-87	Love Nest	21,000 gp
-	-	88-90	Mind to mind	21,000 gp
-	-	91-93	Orgasmic vibrations	21,000 gp
-	-	94-96	Wet dreams	21,000 gp
-	-	97-98	Pheromones	24,750 gp
-	-	99	Seduction	30,000 gp
-	-	100	Succor	30,000 gp

- Baleful polymorph (3 charges)
- Insanity (5 charges)

Caster Level: 13th; Craft Staff, *baleful polymorph, cursed orgasm*, fiendish seed*, impotency*, insanity*; Price: 69,850 gp.

Wands

Adding the new spells in the *Book of Erotic Fantasy* to your campaign creates more options with wands. First, roll to determine if the wand is from Core Rulebook II (01-75%) or from Table 5-6: Wands (76-100%).

Wondrous Items

Most magic items that are used with sex in mind are wondrous items, as they often take shapes that do not fit into the confines of other types of the other standard magic items.

Acorns of Heaven: One of these celestial dryad seeds can be consumed to create an effect identical to the *invigorate* spell.

Strong transmutation; *Caster Level:* 15th; Craft Wondrous Item, *invigorate,* creator must be a dryad; Price 6,000 gp each. Weight: —.

Amulet of the Eternal Sensation: This amulet is a badge of membership into the Seekers of the Eternal Sensation (See Chapter 7: *Adventures & Organizations*). It is a simple silver chain with a large ruby that pulses slightly as the wearer becomes aroused. The amulet heightens the sensations and senses of the wearer.

Three times per day, the wearer my use hedonist's delight as if cast by a 5th-level bard. In addition, the wearer gains a constant +2 bonus to Listen and Spot checks while worn.

Faint transmutation; *Caster Level*: 5th; Craft Wondrous Item, *hedonist's delight*; Price: 43,500 gp; Weight: —.

Avrel's Lubrication: This glass container is filled with a clear liquid infused with air bubbles. When used as a lubricant during a sexual act, *Avrel's lubrication* reduces the time required for sexual activity for spells and feats (such Kundalini or Tantric) by 10 minutes (minimum 10 minutes) and provides a +4 bonus on Perform (sexual techniques) checks. The user must still make the required Perform (sexual techniques) check for any spell or effect to occur, however.

As long as the original lid is put back on the container, there is a constant supply of Avrel's lubrication when reopened. If the lid is not put back on, the jar has enough material for three uses before running dry. The container refills if the lid is replaced.

Moderate transmutation; *Caster Level:* 5th; Craft Wondrous Item, eminently talented; Price: 13,600 gp; Weight: —.

Boots of Authority: These boots are made of tight black leather and extend all the way up to the hip. When worn, they grant a +5 competence bonus on Intimidation checks. In addition, any creature that attempts to attack or even speak in a disrespectful way to someone wearing *boots of authority* must make (at the DM's discretion) an opposed Will save to do so. If the creature succeeds, it does not have to make another opposed Will save for another 24 hours. This effect ends if the wearer attacks the victim, although she may still verbally berate him.

Moderate abjuration; *Caster Level:* 5th; Craft Wondrous Item, *eagle's splendor, sanctuary;* Price: 42,500 gp; Weight: 4 lb.

Bustier of Beauty: This clothing is generally worn by females to emphasize their cleavage and usually laces up the back. When worn, it adds a +2, +4, or +6 enhancement bonus to her Appearance score.

Moderate transmutation; *Caster Level:* 8th; Craft Wondrous Item, *peacock's beauty;* Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); Weight: 1 lb.

Circle of Sexual Stamina: This ring-shaped object is worn differently by each gender. Males wear it snuggly fitted to the base of their penis. Females wear it pierced through their labia (requires a Profession (piercing) check DC 10). It grants a +2 enhancement bonus on Constitution checks made to sustain sex (see Sustaining Sex, page 42).

Faint transmutation; *Caster Level:* 5th; Craft Wondrous Item, creator must have 5 ranks in Perform (sexual techniques); Price: 2,000 gp; Weight: —.

Cocksheath of Pleasure: This thin, flexible penis casing can be worn by a male or slipped over a dildo. It has bumps and ridges that provide additional stimulation during intercourse. It provides a +5 competence bonus on Perform (sexual technique) checks for the user.

Faint transmutation; *Caster Level:* 5th; Craft Wondrous Item, creator must be a gnome; Price: 2,500 gp; Weight: –.

Codpiece of Comeliness: This clothing is generally worn by males to emphasize their penis. When worn, it adds a +2, +4, or +6 enhancement bonus to his Appearance score.

Moderate transmutation; *Caster Level:* 8th; Craft Wondrous Item, *peacock's beauty;* Price: 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); Weight: 1 lb.

Crop of the Mistress: This black-leather riding crop has a silver pommel, resembling two bound hands. The wielder gains a +2 enhancement bonus to Charisma. In addition, the wielder may cast *dominate person* three times per day as if cast by a 9th-level sorcerer.

Moderate enchantment; *Caster Level:* 9th; Craft Wondrous Item, *dominate person, eagle's splendor*; Price: 42,800 gp; Weight: 1 lb.

Cup of Cruelty: Long ago, alchemists brewing poisons learned that steeping them in a magic cup enhanced their effectiveness. When used to brew a poison, a cup of cruelty increases the save DC of the poison by 1.

Moderate transmutation; *Caster Level:* 7th; Craft Wondrous Item; creator must have 10 ranks of Craft (alchemy); Price: 5,000 gp; Weight: ----.

False Breasts: These realistic and attractive looking breasts are carved from a single piece of exotic wood and have concave bases. Despite the material, false breasts are slightly warm and fleshlike to the touch. When placed on the chest of a male humanoid, monstrous humanoid, or fey, they bond in place. After 1 round, the false breasts change until they match the skin tone of the wearer, and both look and feel completely natural. The wearer can then choose the size of the breasts and they remain that size until the false breasts are removed and donned again. The wearer feels sensations as if they were real breasts. It does not bond to the skin of a female, or any creature type other than humanoid, monstrous humanoid, or fey.

Faint transmutation; *Caster Level:* 3rd; Craft Wondrous Item, *alter self*; Price: 6,000 gp; Weight: 2 lb.

False Penis: This realistic looking-phallus and testicles are carved from a piece of exotic wood and has a flat base. Despite the material, the false penis is slightly warm and fleshlike to the touch. When a female humanoid, monstrous humanoid, or fey places the false penis over her own genitalia, it bonds with the skin. After 1 round, the false penis changes until it matches the skin tone of the wearer and functions normally as if she were in fact a male---the wearer can choose the size of the penis. As long as the false penis is worn, the wearer is capable of engaging in sex and impregnating another female. As her own genitals are covered, the wearer cannot get pregnant while wearing the false penis. It does not bond with the skin of a male, or any creature type other than humanoid, monstrous humanoid, or fey.

Faint transmutation; *Caster Level:* 3rd; Craft Wondrous Item, *alter self*; Price: 6,000 gp; Weight: 2 lb.

Ghost Sheath: Raised designs and patterns of swirls ornament this cocksheath. It enables a corporeal creature and an incorporeal creature to interact sexually.

Moderate transmutation; *Caster Level:* 7th; Craft Wondrous Item, *ghost touch*, creator must have 5 ranks in Perform (sexual techniques); Market Price: 1,000 gp; Weight: -.

Gloves of Ghost Touch: These gray, elbow-length gloves are embroidered with misty swirls of pale gray threads. They enable an unarmed strike to deal damage normally against incorporeal creatures. (An incorporeal creature's 50% chance to avoid damage does not apply to unarmed attacks with gloves of ghost touch.) The gloves can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can use the gloves against corporeal foes. Like a ghost touch weapon, these gloves count as either corporeal or incorporeal at any given time, whichever is more beneficial to the wearer.

The gloves have noncombat uses, too. A corporeal creature desiring to touch a ghost or a ghost desiring to feel a corporeal creature often uses the gloves as a means of interaction.

Moderate transmutation; *Caster Level:* 7th; Craft Wondrous Item, *ghost touch;* Market Price: 6,000 gp; Weight: -

Gloves of Groping: These gloves are the favorite of young wizards and perverts, allowing them a good caress without much fear of being caught. Three times per day, the wearer may cast *grope.*

Faint conjuration; *Caster Level:* 1st; Craft Wondrous Item, *grope;* Price: 600 gp; Weight: -.

Gnomish Kama Sutra: More societies ban this exotic sex manual than permit its use. Among the Seekers, however, reading and using the book garners much prestige.

This manual grants the user a +5 bonus on all Craft (sex toys), Perform (sexual techniques), and Profession (prostitute) checks.

Faint transmutation; *Caster Level:* 5th; Craft Wondrous Item, creator must be a gnome, creator have 5 ranks in Craft (sex toys), Perform (sexual techniques), and Profession (prostitute); Price: 5,000 gp; Weight: 3 lbs.

Harness of Submissiveness: This finely crafted place leather harness is covered with straps, buckles, and rings a long leash leads from a collar around the neck. It fits tightly around the body and is uncomfortable to wear. When worn, the harness of submissiveness deals 1d8 points of Wisdom damage. The *harness of submissiveness* may only be removed by the casting of *remove curse,* or by uttering a command word spoken by someone other than the wearer.

Moderate necromancy; *Caster Level:* 7th; Craft Wondrous Item, *bestow curse*; Price: 56,000 gp; Weight: 3 lb.

Headdress of the Enticing Dancer: There are two versions of these headdresses, worn by belly dancers and court entertainers. The *lesser headdress of the enticing dancer* is crafted from silver, and grants a +2 bonus to Appearance and +4 competence bonus on Perform (dance) checks. The *greater headdress of the enticing dancer* is crafted from gold and small precious gems, and grants a +4 bonus to Appearance and a +10 competence bonus on Perform (dance) checks.

Moderate enchantment; *Caster Level:* 6th; Craft Wondrous Item, peacock's beauty; Price: 6,500 gp (lesser), 26,000 gp (greater); Weight: -.

Ointment of Ghost Touch: This gray, frothy lotion can be applied lightly to allow the user the ability to interact as if under the *ghost touch* spell for 7 minutes.

Moderate transmutation; *Caster Level:* 7th; Craft Wondrous Item, *ghost touch*; Price: 1,400 gp; Weight: -.

Shirt of *Gentle Repose*: Undead value this garment's ability to preserve their bodies. The shirt continually exerts a gentle repose upon the body wearing it. Also see Can Undead Have Children?, page 38.

Faint necromancy; *Caster Level:* 3rd; Craft Wondrous Item, *gentle repose;* Price: 12,000 gp; Weight: 1 lb.

Spheres of Enlightenment: These smooth, lacquer-covered silver spheres have tiny bells inside that chime in a pleasing manner when handled. To be activated, these spheres must be placed inside the vagina of the user. When engaging in sex using the Tantric feat, the spheres of enlightenment gives a +2 bonus to the ability increase.

Faint transmutation; *Caster Level:* 3rd; Craft Wondrous Item, creator must have the Tantric feat, *fox's cunning;* Price: 11,200 gp; Weight: -.

Violet Shocker: This slender rod is made from violet glass that is particularly receptive to static electricity. When rubbed along fur, it picks up a slight charge, which releases a tiny jolt of electricity when touched on bare skin. Three times per day, the violet wand can release a *shocking grasp* as if cast by a 3rd-level sorcerer. Violet shockers are commonly found in the hands of dominators and professional "masters" who specialize in sadomasochism.

Faint evocation; *Caster Level:* 3rd; Craft Wondrous Item, *shocking grasp*; Price: 6,488 gp; Weight: 1 lb.

Special Materials

Celestial Argentum: Celestial argentum armors are one category lighter than normal for purposes of movement and other limitations (for example, whether or not a barbarian can use her fast movement ability while wearing the armor). Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Spell failure chances for armors and shields made from celestial argentum are decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0).

An item made from celestial argentum weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of celestial argentum. (A longsword can be a celestial argentum weapon, while a scythe cannot be.) Weapons or armors fashioned from celestial argentum are always masterwork items as well; the masterwork cost is included in the prices given below.

Celestial argentum has 30 hit points per inch of thickness and hardness 15.

Type of Celestial Argentum Item	Item Cost Modifier
Light armor	+3,000 gp
Medium armor	+6,000 gp
Heavy armor	+11,000 gp
Shield	+3,000 gp
Weapon	+2,000 gp

Cursed Items

Whether through accident or design, some magic items are created that bestow terrible curses on the user. Some magical artificers take great delight in crafting cursed magic items that have an impact on the victim's sexuality----causing infertility, detraction of Appearance or Charisma, or some other insidious effect.

Specific Cursed Items

Armor of Overconfidence: This regal-looking *+1 breastplate* is finely crafted, with small etchings of valiant warriors doing battle with terrible beasts. The wearer of the armor is filled with an overwhelming belief in his own actions, looks, and social grace.

In truth, the character suffers a -4 penalty on all Appearance and Charisma related checks. In addition, the character becomes prone to making rash and potentially dangerous acts. In combat situations, any time the character tries to take any delay, ready, or other actions that do not involve moving toward the opponent or attacking, he must make a Will save (DC 15). Failure indicates that the character forgoes caution and advances toward the opponent or attacks.

Faint necromancy; *Caster Level:* 5; Craft Magic Arms and Armor, *false confidence*; Price: 31,350 gp.

Band of the Tainted Lover: A vengeful wizard with an infamous reputation as a promiscuous sexual scoundrel created the *band of the tainted lover*. Ravaged by a sexually transmitted disease in life, the wizard chose undeath as an escape, performing the ritual to become a lich. In his madness and spite, he forged this cursed item to spread disease among the living, seeing it as a bitter form of revenge.

When this finely crafted cockring is put in place, it can be removed only by means of a *remove curse* spell. While worn, the character becomes a carrier of the fever touch sexually transmitted disease, although he himself does not suffer the effects of the disease. The band of the tainted lover only reveals a magical aura from a detect magic spell if cast by a 10th or higher level spellcaster. A *detect disease* spell reveals the presence of the disease in the band only if it is cast by a 10th or higher level spellcaster.

Strong transmutation; *Caster Level:* 15th; Craft Wondrous Item, *contagion, magic aura;* Price: 90,000; Weight:----.

Artifact

Book of Erotic Fantasy: Even the mention of the Book of Erotic Fantasy in a sexually repressive society may be enough to cause censure or even ostracism. This work focuses entirely on sensuality and sexuality. To fully consume the contents requires one week of study. Once this has been accomplished, a sexual creature gains a feat of their choice with the Sexual descriptor and one experience level – receiving enough XP to put the character's XP total midway between the minimum needed for his new (higher) level and the minimum needed for the level beyond that.

All characters who are virginal, chaste, castrated, asexual, or otherwise sexually inexperienced or unable to have intercourse (such as through having chosen the Chaste Life feat) who touch the book take 5d4 points of damage. Reading it causes a geas effect compelling them to have sex. Such converts immediately seek out a way to have sex, going to such extreme lengths as the baleful polymorph or regeneration spells.

Strong evocation [sexual]; CL 19th; Weight: 3 lbs.

This chapter presents new deities and creatures that can be added to your campaign. As love, passion, and sex are the most basic of drives, creatures worship deities that represent such aspects. Each of the deities given herein covers a particular aspect of sexuality. Also, several new creatures are detailed to give DMs even more opportunities to use the new rules, skills, feats, and spells presented in this book.

The Sexual Nature of Deities

In a game that embraces sexuality, the dalliances of the deities takes on a completely new meaning. Legends and myths are told of deities coming down from the heavens to mate with the mortals. Sometimes these unions have a happy ending, resulting in a child that inevitably becomes a hero, demigod, or deity in her own right. In other cases, the sexual encounters between deities and mortals have tragic endings, with the mortal dying, changing in some horrible way, or otherwise becoming cursed. Regardless, children that are borne from sex between the deities and mortals are destined to do remarkable things-for good or ill.

As DM, you must decide how active the deities are in the affairs of mortals. In a sexual campaign, the deities are more than likely wandering the earth, interacting with those around them and seeking mates that please their enhanced senses. Some deities are fussy about whom they have sex with, usually worshipers who exemplify the traits of their deity. Others are much more random and capricious with whom they sleep with-often with long-term consequences. More than a few demigods, heroes, and adventurers come into being after a dalliance between a mortal and a deity. Some families, especially those of royal blood, proudly display their divine heritage, while others do their best to keep it hidden, especially if the deity in question is known for terrible acts and an evil nature.

In general, the more open a deity is with his or her own sexuality, the more open the community that worships him or her will be as well. For example, a society that primarily worships Aaluran is much more inclined to have an open, progressive attitude about sexual relations. Marriages tend toward polygamy or polyamorous relationships, rather than monogamy. Societies that worship stricter deities have much more conservative attitudes about how sex is displayed in public (and, for that matter, in private). In extreme cases, even the display of skin beyond the hands or face is a serious violation of social taboos.

If a deity mates with a mortal, there is a 100% chance of conception-the will of the deity can overcome simple precautions, such as birth-control devices, preventative magical methods, and the like. However, the interdiction of another deity can stay the pregnancy, although such assistance is almost unheard of. Obviously, the ease of childbirth, as well as the outcome of the child, depends on the nature of the deity involved.

Aaluran

The Seductive One, The Beguiler, Ruler of Temptation, Bringer of Lust

Lesser Deity

Symbol: A mask, both male and female.

Alignment: Chaotic Good

Portfolio: Seduction, sexuality, passion, courting

Domains: Chaos, Joining, Pleasure

Favored Weapon: Light Mace ("The Caress of Aaluran")

Aaluran (AH-luh-ron) is the hermaphroditic deity of passion, lust, temptation, and the sexual power. Depending on whom you ask, Aaluran is either a male or female deity, and as a result, is worshipped equally by both genders. "His" area of domain covers the stirrings of passion in all beings, regardless of who they are or what. Aaluran loathes combat and war, seeing them as hideous abominations that quench the very thing that he loves-life. Aaluran is a very popular deity, and is often prayed to before a man or woman begins a sexual endeavor. His favors are commonly granted to those that are bold and aggressive in their pursuit of sexual pleasure.

However, his message of promiscuity and sexual freedom go counter to lawful and close-minded deities who see him as a source of chaos and confusion. It is said that Aaluran is the sibling to the god of thieves—a fitting match considering the similarity in their impact on society. He sends his avatars to wander the world, mating with those that he finds pleasing to the eye and willing to accept his teachings. Despite being a chaotic deity, however, Aaluran is not malicious and does not go out of his way to cause trouble, unless it's spreading sexual awareness and openness to close-minded societies.

Clergy

Clerics of Aaluran are almost universally attractive beings that embrace life with a gusto. His priests and priestesses are very active, establishing grand, ornate temples where seekers may find comfort as well as traveling into the wilderness to spread the tenants of free love.

Because of their propensity for promiscuity, clerics of Aaluran sometimes run afoul of the authorities within sexually repressed societies, who view them as dangerous elements bent on destroying the social fabric. Clerics that find themselves in this situation will do their best to avoid conflict and educate those around them—if that fails, most are willingly to leave, although a few have created "sexual revolutions."

Clerics of Aaluran pray for spells at sunset, the time of lovers. The holidays of Aaluran occur primarily in spring and summer, which are considered the times of heightened passion and fecundity. Aalurans clerics sometimes multiclass as bards, rogues, and imagists—fighters and other martial types are exceedingly rare. Aaluran's colors are white, gold, and red.

Dogma

Passion is the most exquisite of emotions. Find that which pleases you and pursue it to the height of ecstasy. The chase is more important than the goal. Do not tie yourself down to just one person, as there are many different experience yet to try. Sex and sexual pleasure are the rights of every being, while denial and repression are the worst crimes imaginable. Do your best to liberate others from their sexual shackles. Males and females are equal in their power and should be treated with respect and equality.

Alilial

Midwife to the Gods, Childbringer, the Divine Doula, the Mother's Mother

Lesser Goddess
Symbol: A fetus in utero
Alignment: Neutral
Portfolio: Birth, midwives, children, mothers, destiny of the young
Domains: Knowledge, Protection, Body
Favored Weapon: Dagger ("The Midwife's Mercy")

It is said that Alilial (uh-LIL-ee-ahl) was at the birth of the first deities, using her skills and precise touch to help them come into existence. Unable to create life on her own, Alilial learned how to assist in bringing life from beyond into this world. Although considered something of a minor goddess, almost all deities respect her, knowing that it was she that helped bring them into existence. She has assisted in the "births" of all manner of deities.

Alilial is the deity of childbirth, midwifery, and motherhood. She considers all mothers, regardless of race, alignment, and religion to be under her protection. She is not a violent deity by any means, but becomes very angry with those that would endanger, assault, or kill a pregnant female. It is said that Alilial can see the destiny of every child while they are in the womb, and sometimes she imparts this knowledge to the mother through a series of vivid dreams and intuitions. Despite her duties as midwife, she is also aware that sometimes a child was not meant to be brought into this world, and as such is sometimes called upon to help during an abortion.

As a midwife to all the races, the actual appearance of Alilial is hard to specify. To those blessed by her appearance, Alilial appears as an elderly, earthy crone of the same race as the viewer, dressed in plain, practical clothing. Her eyes are deep pools of blackness, filled with stars, and whorls of light, like galaxies.

Clergy

Clerics of Alilial are almost always women and are respected and honored throughout all lands. They are called on to help with the delivery of children and provide assistance for a short while after the child is born. (Those that harm a cleric of Alilial are sometimes cursed so that they may never produce progeny themselves.) They are earthy, practical people that do not suffer fools well.

In addition to their duties as midwives, clerics of Alilial teach sexual knowledge, the secrets of birth control, and parenting skills to those in need. Depending on the community, this activity may be woven into the fabric of society or shunned as blasphemous meddling.

Clerics of Alilial pray for spells at sunrise, the time of new beginnings. They heed few holidays, usually those that focus on the birthday of some famous king, saint, or even deity. Her clerics sometimes multiclass as sorcerers, wizards, or bards. Alilial's colors are brown, tan, and the color of blood.

Dogma

Birth is the first part of a long, event-filled life. Mothers are sacred, as are the fathers who protect their families from harm. It is the duty of the community to protect and provide for mothers, for children are the lifeblood of the people-they are the most precious things of all. Aid should be given to a pregnant female, regardless of her race, her creed, or her status.

Cevelis

Lady of Denial, The Chaste One, Watcher of Morality

Lesser Goddess

Symbol: A pair of chained hands over a flame

Alignment: Lawful Neutral

Portfolio: Morality, order, chastity, denial of the flesh

Domains: Law, War, Denial

Favored Weapon: Whip ("The Mistress' Wrath")

Cevelis (suh-VELL-us) is a strict and unrelenting deity who preaches a doctrine of restraint, sacrifice, and chastity. She is the archnemesis of Zanbos (see below), considering him to be a representation of all that is wrong in the world. Her doctrine dictates that the body is something to be both revered and loathed. Through the body's senses, the world may be experienced with utmost clarity and wisdom, but by abusing the body's tolerance for experience, the senses become dull and thus the body wasted. This dichotomy is the primary message that her clerics and worshipers strive to understand.

The church of Cevelis is both respected and feared, for she and her servants often bring order to lawless lands, but often at a cost to individuals' freedom. In places where her rule is strong, Cevelis' clerics rule with an iron fist, constantly reminding their flock about the dangers of excess. Those who crave to be taught and directed find great comfort in the worship of Cevelis, while those with a chaotic or freedom-loving streak chafe from her message of ascetic living.

Cevelis appears as a gorgeous, yet severe, thin woman with long black hair and a stunning figure. She dresses in tight, constraining leather, covered with buckles, hooks, and other bondage-type gear. Cevelis carries a cruel-looking scourge.

Clergy

Clerics of Cevelis are self-deprecating individuals who live ascetic and simple lifestyles. They are a vocal group that takes to the streets lambasting the sins of the flesh—fornication, drinking, and eating to excess. Their message often borders on frantic and raving. Most clerics of Cevelis are prone to masochism, whipping their bodies with scourges, holding their skin to flame, or refusing to eat for weeks at a time, all in order to purge the sins of the flesh to make their souls pure. As pain is the only true indication that the body acknowledges this punishment, these clerics perform acts that become increasingly severe so that they may experience pain, believing it is their deity's blessing. Many clerics of Cevelis are well trained in the art of inflicting pain in others—many multiclass into the Dominator prestige class.

Dogma

The body begins as pure and divine, but becomes tainted over time by overindulgence. Pain is the purest form of measuring Cevelis' blessing. Those of weak will must be taught the lessons of discipline, restraint, and subservience to those that are strong of spirit. Excess should be avoided at all costs.

Kaladis

The Binder, Guardian of the Sacred Vow, Watcher of the Marriage Bond

Lesser Deity
Symbol: Clasped hands held forth at dawn.
Alignment: Lawful Neutral
Portfolio: Matrimony, union, family, lineage, bonding
Domains: Law, Knowledge, Protection
Favored Weapon: Longsword ("Oathbringer")

Kaladis (kal-AH-dis) is a stern and no-nonsense deity who formalizes the bonds of a union. He is unconcerned with love, passion, or other emotions----only the legal contract matters. Kaladis takes the long view on issues, especially when it comes to marriage and children and makes his worshipers think about the consequences of their actions. An oath, especially an oath of union, is set in stone and he deals harshly with those who break their word.

Royal families in particular pay homage to Kaladis to help them arrange a proper match that brings peace and stability to their family and to the realm. In royal families where the production of an heir is important, newlyweds commonly pray to Kaladis in order to become pregnant that very night.

Despite being a lawful deity, there are several different factions of the Kaladisian faith. To Kaladis, only the formal, legal bond of union is important: The actual type of bonding does not matter. In some parts of the world, monogamy is the dominant type of relationship; in others, polygamy rules, along with other, more esoteric unions dominate. The differences in interpreting Kaladis's word sometimes result in factions warring against their Kaladisian brothers and sisters.

Kaladis appears as an elderly, regal man with straight white hair and a thick white mustache. He dresses in simple robes and carries a longsword. It is said that Kaladis watches every wedding ceremony and gives his blessing to a union by making a sound that all hear and recognize as his: a lone ringing of a bell, a single strike of thunder, or the sudden baying of a dog.

Clergy

Clerics of Kaladis act as ministers and justices-of-the-peace to lawful communities, as well as blessing the birth of children (especially the heirs to a family line). In addition, they also witness contracts and other legal oaths; a contract drawn up in the presence of a cleric of Kaladis is recognized in almost all other lawful lands.

Dogma

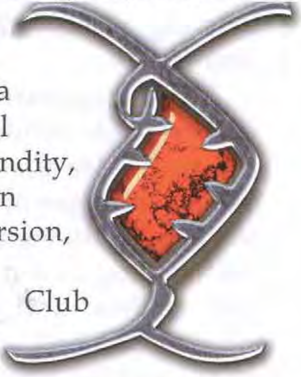
Through the union of individuals comes strength of blood, strength of law, and strength of bonds. Although often thought of in terms of marriage, Kaladis also blesses business and legal contracts of all type. Maintaining the family (whatever the structure) is paramount for stability in the community. Unions should result in many children (if possible) in order to continue the family line, although producing more children than can be maintained is reckless and irresponsible.

Arranging proper unions is crucial; the prospective newlyweds should accept the boundaries of their marriage contracts with understanding and respect. If the match is arranged, those responsible for the arrangement should strive to make good and proper matches. Divorce (breaking of contract) is anathema and should be avoided at all costs. Love should be fostered in a relationship, but is not required if the union is sound, practical, and good for the family and community.

Vershnat

The Prolific Mother, Warren Queen, Black Goat with 1,000 Young

Greater Deity
Symbol: Vagina Dentata
Alignment: Neutral Evil
Portfolio: Fertility, fecundity, reproduction, the warren
Domains: Evil, Perversion, Protection
Favored Weapon: Club ("Brood Bringer")



Vershnat (VERSH-nat) is a powerful member of the goblin pantheon, for she represents the act of procreation and the might of the warren through numbers. Although she has few dedicated worshipers, all goblins pay lip service to her for a large family and a worthy mate.

It is said that all the other goblin deities came from the womb of Vershnat, providing a confusing and contradictory family tree. Still, every goblin deity gives respect and deference to Vershnat, knowing that her power is vast and her wrath devastating.

Vershnat maintains cordial relations with every deity in the goblin pantheon. However, she can sense weakness and knows when a deity is under duress, at which point she spreads word among goblinkind to cease worship of the weakling and find someone stronger. She is prone to speaking her mind with painful honesty. Despite this, Vershnat is one of the few goblin deities with a sense of humor.

Clergy

Clerics of Vershnat create special shrines deep in the warren, which become some of the most revered and protected areas of the lair. Within such shrines, three sacred objects are found: a huge phallic club, an earth bowl or cauldron, and a clay statue of a squat female goblin that most nongoblins find repulsive, yet at the same time alluring in a base way.

Dogma

Continuation of the race must occur at all costs, which means taking many mates and producing as many young as possible. True status comes through the number of children one can bring into the world. Weak bloodlines must be purged, as well as children that would be a burden to the warren and the species. Choose a mate that is strong, aggressive, and fertile-all others should be shunned.

Zanbos

The Defiler, The Abusive One
Lesser God
Symbol: A blade held against a blood-stained sun
Alignment: Chaotic Evil
Portfolio: Rape, destruction, domination, despair
Domains: Evil, Chaos, Perversion
Favored Weapon: Double-bladed sword ("Terror of Zanbos")

A minor deity who is rarely worshiped and often cursed, Zanbos (ZAHN-bos) is the deity of wanton rape, brutality, and sexual cruelty. Zanbos came into being during a brief and curious coupling between two deities. The myths give hint that a powerful deity of magic needed something that only a tyrannical, evil deity could provide. His asking price was that she share his bed for one night. Despite her powerful magic and ironlike will, the deity of magic became pregnant. The child who would become Zanbos tore itself from her womb and fled into the astral Plane. Though the mother felt deep conflict over the fact that this being was her child, she nevertheless hoped that he would die and be forgotten. Much to her surprise and horror, he survived and grew into his power. Zanbos delights in rape and situations of sexual dominance and brutality. He is commonly worshiped on the battlefield by evil and chaotic beings that give him offerings for the chance to commit rape and plunder freely during a campaign.

Zanbos has many avatars that he sends to wander the battlefields and war-ravaged lands of the Material Plane, spewing dangerous rhetoric designed to incite horrible passion in the warriors and evil races of the world. He encourages the desecration of temples and clerics of a wide swath of deities-only domination matters.

Clergy

Universally reviled, there are few clerics of Zanbos, and those are found only among evil races that make war their primary activity. Indeed, those who dedicate themselves to such a foul deity are commonly the rulers of war bands, hordes, and other collections of aggression. Lawful and good deities are hardened in their resolve to fight and defeat Zanbos where they can. Clerics of Zanbos pray for their spells at sunset. As befitting their violent creed, clerics of Zanbos often multiclass as fighters, rogues, or barbarians. Zanbos' colors are black, deep blue, and rust.

Dogma

The strong shall rule over and dominate the weak. Those who cannot take control are to be made to suffer. Rape is the ultimate expression of domination over those too weak to defend themselves. The warrior shall conquer and take what is rightfully his, regardless of the consequence. Pain and suffering are blessings to be administered to those that stand defiant before you. A child begotten of rape is proof of your domination over the meek.

Creatures of Passion

In a world where emotions run deep, creatures of passion prowl, looking for lovers or victims. Most of the creatures described here are not geared toward combat: they use seduction, betrayal, or charm to get what they want.

In addition to creatures of passion and perversion, this chapter includes a number of templates with low or no level adjustments, eminently suitable for player characters. Beautiful creatures with exotic features exude sensuality and sexuality. The blood of different species touches these humanoid races. They offer more options for players who want to play someone a bit different.

Bliss Motes

Medium Fey (Swarm of Fine Creatures)
Hit Dice: 4d8-4 (10 hp)
Initiative: +8
Speed: 10 ft. (2 squares), 60 ft. fly (perfect)
AC: 14 (+4 Dex), touch 14, flat-footed 10
Base Attack/Grapple: -2/—
Attack: Swarm (1d4)
Full Attack: Swarm (1d4)
Space/Reach: 10 ft./—
Special Attacks: Spell-like abilities, distrac-

tion (DC 13), *hypnotic pattern*, pleasurable caress

Special Qualities: Immunity to enchantments, low-light vision, swarm traits, hive mind

Saves: Fort +0, Ref +7, Will +4

Abilities: Str 2, Dex 18, Con 9, Int 6, Wis 11, Cha 15, App 19

Skills: Hide +8, Listen +6, Move Silently +8, Spot +6

Feats: Alertness, Improved Initiative

Environment: Temperate forests

Organization: Solitary or revel (5-10 swarms)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral good

Advancement: —

Bliss motes are minute fey that delight in sexual desire, passion, and feelings of lust. They spend most of their time consorting with other fey and other forest beings, such as elves, forest gnomes, and centaurs, flitting about in a random manner or coupling with each other. They are bawdy, flirtatious creatures that enjoy crude pranks and simple sexual play. Bliss motes are dimwitted and tend to be fascinated with new things and people, heedless of the danger they might pose. When they find a being that piques their interest, they cover them, getting under clothes and armor to lick, kiss, and caress the creature's bare skin. Most beings find the attention of a bliss swarm extremely pleasurable and erotic, if distracting and more than a little disturbing.

Bliss motes are extremely social creatures and become despondent if ever separated from the rest of their swarm----an individual mote dies from ennui after 24 hours if it cannot rejoin another swarm. However, a swarm is unconcerned with individual motes and pays no attention when one of them is squashed or eaten by some animal.

Individual bliss motes closely resemble pixies, but are much smaller----miniscule, lithe elflike beings with very attractive forms. Their tiny, dragonfly shaped wings beat at a ferocious rate, allowing them to fly with incredible agility, and letting them to stay aloft almost indefinitely. Although they can become invisible, bliss motes produce a natural light, similar to a lightning bug-they become much brighter when aroused or engaged in sex, but it can suppressed at will. They never wear clothing and take great pride in their bodies. Bliss motes speak Sylvan, but rarely have anything of interest to say beyond crude sexual matters or flirtatious comments. They constantly chatter amongst themselves in a high-pitched tittering.

Combat

Bliss motes abhor violence, but a swarm can batter an opponent with their wings and tiny fists if angered. They usually harass an opponent for several rounds before fleeing to safety.

Spell-Like Abilities: 1/day-*lesser confusion* (DC 14), *dancing lights, detect good, detect evil, detect thoughts, faerie fire, orgasmic vibrations*. Caster level 8th. The save DCs are Charisma based.

Swarm Traits: A bliss mote swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm composed of Fine creatures is immune to all weapon damage.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. In addition, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another being.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects if the swarm has an intelligence score and a hive mind. A swarm takes a -10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenadelike weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead.

Swarms made up of Fine creatures are susceptible to high winds such as that created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. Wind effects deal 1d6 points of nonlethal damage to the swarm per spell level (or Hit Die of the originating creature, in the case of effects such as an air elemental's whirlwind).

A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Distraction (Ex): Any living creature that begins its turn with a bliss mote swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a Concentration check (DC 20). The save DC is Constitution-based.

Hypnotic Pattern (Su): The attractive lights and movement of a swarm of bliss motes act as a continuous hypnotic pattern, as if cast by an 8th-level sorcerer. The save DC is Charisma based.

Hive Mind (Ex): Any bliss mote swarm with at least 1 hit point per Hit Die (or 4 hit points, for a standard bliss mote swarm) forms a hive mind, giving it an Intelligence of 6. If reduced below this hit point threshold, it becomes mindless.

Pleasurable Caress (Su): A bliss mote swarm that enters into a square with a creature begins touching it in a highly erotic manner. The creature must make a Will save (DC 20) or be stunned as long as the swarm remains in the square and for 1d4 rounds after it leaves. If the creature is subject to pleasurable caress for 3 or more rounds, it must make a separate Will save (DC 15 + 1 for each round of contact) or become permanently addicted to the erotic touching of a bliss mote swarm. From that point on, the creature always allows another swarm to touch them (and never willingly attacks a swarm), heedless of the danger that might come from it. This effect may be negated by a *remove curse, limited wish, miracle,* or *wish.*

Skills: A bliss mote swarm has a +4 racial bonus on Listen and Spot checks, and +4 racial bonus on Hide and Move Silently checks in a forest setting.

Cherub, Celestial

Medium Outsider (Angel, Good, Extraplanar)
Hit Dice: 5d8+5 (27 hp)
Initiative: +3
Speed: 30 ft., fly 50 ft. (good)
AC: 21 (+3 Dex, +8 natural), touch 13, flat-footed 18
Base Attack/Grapple: +5/+6
Attack: Wing +6 melee (1d6+1); or +2 distance composite shortbow +11 ranged (1d6+3/x3)
Full Attack: 2 wings +6 melee (1d6+1); or +2 distance composite shortbow +11 ranged (1d6+3/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Special arrows, spell-like abilities
Special Qualities: Angel traits, damage reduction 10/good, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to cold 20 and acid 20, spell resistance 18
Saves: Fort +5 (+9 against poison), Ref +7, Will +7
Abilities: Str 13, Dex 16, Con 13, Int 14, Wis 17, Cha 20, App 19
Skills: Concentration +8, Diplomacy +17, Heal +13, Knowledge (any) +12, Listen +12, Move Silently +13, Sense Motive +15, Spot

+12.
Feats: Point Blank Shot, Precise Shot^{B}, Weapon Focus (shortbow)
Environment: Any good-aligned plane
Organization: Solitary, pair, or team (3-6)
Challenge Rating: 7
Treasure: No coins; double goods; standard items
Alignment: Usually chaotic good
Advancement: 6-8 HD (Medium); 9-16 HD (Medium)

Though no one could see him smile, the cherub grinned as his arrows hit their mark. He could tell in an instant that love had blossomed, and he flew in ecstatic circles as he watched the two lovers approach each other-their eyes filled with passionate abandon.

Although abstracted and stylized as a cheerful angelic spirit, the cherub is actually a capricious, mischievous spirit that delights in seeing the chaos caused by acts of lust and love. They are dedicated to spreading love and passion, regardless of whom it effects or the consequences of their actions. For the most part, their efforts are beneficial, though entire communities have gone through chaotic upheaval by the bouts of sexuality inspired by the cherub's arrows.

Cherubs travel often to the Material Plane, in order to inspire love in others, thus furthering the goals of good and continuing the cycle of life, heavily tempered by a chaotic streak.

A cherub appears as a stunning male youth, with an exquisite body and soft facial features. They have relatively small, white-feathered wings. Cherub stand about five and a half feet tall.

Combat

As creatures of love and passion, cherub abhor violence and only use it as a last resort. They defend themselves if attacked, but most prefer to flee or use their arrows to cause confusion before departing. The cherub prefer their special arrows to regular arrows (which they do carry), but can draw blood if caught in a dire situation.

A cherub's natural weapons, as well as any weapons it wields, are treated as good-aligned for purposes of overcoming damage reduction.

Spell-Like Abilities: At will-*aid, alter self, charm monster, comprehend languages, cure light wounds, detect evil, detect thoughts, greater invisibility* (self only), *suggestion, greater teleport* (self plus 50 pounds of objects only); 1/day-*dominate person, emotion.* These abilities are as the spells cast by a 12th-level sorcerer (save DC 15 + spell level).

Special Arrows (Ex): Cherub employ arrows that deal no damage, but instead inspire intense emotions in the target. These arrows remain invisible if the cherub is invisible at the time and disappear immediately after it strikes. The target must make a Wisdom check (DC 18) to realize that he has been struck by one of these arrows.

Find True Love: A creature struck by one of these arrows immediately knows who is his true love and where she is, regardless of distance (although the person must be on the same plane). The target must make a Will save (DC 20) or be affected by a *geas/quest* spell as if cast by an 18th-level sorcerer. The target then tries to find his or her true love.

Love: This unique arrow splits into two when fired, targeting two different creatures (that must be within 280 feet of the cherub). The cherub makes a separate attack roll for each arrow. Each creature that is successfully hit must make a Will save (DC 25) or fall in love with the other creature. Each individual's personality dictates how the love is expressed or acted upon. This effect only works on creatures of the same creature type (such as humanoid), but other factors, including alignment, race, or social standing do not matter. The effect of the arrow lasts for one day, but many find that the love outlasts the magic compulsion. It's not unusual for couples brought together by love arrows to remain together for week, months, or even a lifetime.

Lust: A creature struck by this arrow must make a Will save (DC 20) or fall in love with the first creature (other than the cherub) that he sees. This lust occurs regardless of gender, race, or other differences. The creature does everything in her power to express her love to the other creature. If the creature is naturally sexual active and has no philosophical reasons not to have sex, she endeavors to persuade his beloved to have sex. If the object of love attacks the target, she must make another Will save (DC 15) each round to negate the effect----she tries to avoid the blows, but does not attack in return, all the while extolling her love for the other being.

Angel Traits: Protective aura, speak with any creature that has a language as though using a spell cast by a 12th-level sorcerer (always active); immunity to electricity and petrification; resistance to cold 20 and acid 20; +4 racial bonus on Fortitude saves against poison; low-light vision; darkvision 60 ft.

Outsider Traits: A cherub cannot be raised, reincarnated, or resurrected (though a limited wish, wish, miracle, or true resurrection spell can restore life). Darkvision 60 ft.

Skills: Celestial Cherub receive a +8 racial bonus on Sense Motive and Spot checks.

Cherub, Fallen

The fallen cherub alighted on the balcony of the Caliph's bedchambers and listened to the sounds of passion emanating from the room.

A few hours had passed since it had loosed the arrows of lust at its targets-a crude and brutish half-orc mercenary and the elven concubine, a favorite of the Caliph himself. The cherub smiled broadly when it spotted the mound of fine elvish clothing mixed with the crude skins and battered armor of the mercenary. He also saw several scalps, from their coloration obviously belonging to the same clan as the concubine, tied to the warrior's belt. This is why he chose the two as his targets.

A sharp cry of an impeding orgasm caught his attention. He watched as the concubine, slender, with milky-white skin, rode the massive penis of the half-orc. The concubine's face was twisted with emotion, delight, and a hint of confusion and repulsion. The half-orc's gnarled hands held her tight on his lap, moving her up and down with increasing intensity. The fallen cherub giggled slightly at the sight, knowing those hands could easily snap her neck if the situation were different.

Sweat glistened on the flawless skin of the elf, mingling with the musky odor that the orc produced-the scent of lilacs blended with that of an ox in heat.

The mercenary's thrusts became forceful, and he began to grunt in time. The cherub shifted his position slightly and watched as he plunged deeper into her. It was obvious that the elf had never encountered something so huge-or merciless-before. The mighty Caliph was rumored to be not nearly as grand when it came to endowment. The mismatched lovers became louder and louder, until they both screamed at their mutual climax. They collapsed in a heap on the bed.

The sharp ears of the mercenary then heard the sounds of the guards rushing up the stairs. With a snarl, he pulled himself from the concubine and drew the cruel-looking sword from its sheath on the floor. "I will protect you," he growled. Though naked and still erect, the mercenary obviously intimidated the elven guards who burst through the door.

"No!" screamed the concubine, tears streaming. "I love him! Stay your weapons!" Her cries went unheard as the guards charged the mercenary. None of them heard the laughter of the fallen cherub as it took wing and rose into the night sky, looking for other victims to bless with it's "love".

Medium Outsider (Demon, Evil, Extraplanar)
Hit Dice: 5d8+5 (27 hp)
Initiative: +3
Speed: 30 ft., fly 50 ft. (good)
AC: 21 (+3 Dex, +8 natural), touch 13, flat-footed 18
Base Attack/Grapple: +5/+6
Attack: Wing +6 melee (1d6+1); or +2 distance composite shortbow +11 ranged (1d6+3/x3)
Full Attack: 2 wings +6 melee (1d6+1); or +2 distance composite shortbow +11 ranged (1d6+3/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Special arrows, spell-like abilities, summon demon
Special Qualities: Darkvision 60 ft, Damage reduction 10/good silver, demon traits, immunity to electricity and poison, outsider traits, resistance to acid 10, cold 10, and fire 10, spell resistance 13, telepathy 100 ft.
Saves: Fort +5, Ref +7, Will +7
Abilities: Str 13, Dex 16, Con 13, Int 14, Wis 17, Cha 18, App 10
Skills: Bluff +14, Concentration +8, Diplomacy +9, Knowledge (any) +12, Listen +12, Move Silently +17, Sense Motive +15, Spot +15.
Feats: Point Blank Shot, Precise Shot, Weapon Focus (shortbow)
Environment: Any evil-aligned plane
Organization: Solitary, pair, or team (3-6)
Challenge Rating: 7
Treasure: No coins; double goods; standard items
Alignment: Usually chaotic evil
Advancement: 6-10 HD (Medium); 11-15 HD (Large)

In stark contrast to the loving, good-aligned

celestial cherub, the fallen cherub is a malicious and cruel fiend that causes terror and mayhem through the most unusual of weapons----desire. Fallen cherub are just that: celestial cherub who have been driven to evil through mischief, foul magic, or temptation. They use their abilities to inspire passion in mortals, though only to create horrible, inappropriate pairings. They cause devoted couples to lust after others, sewing distrust and infidelity.

Intimately familiar with base emotions, they investigate an area in order to find out the worst sexual taboos, then "inspire" mortals to perform them. Fallen cherub are the sworn enemies of their celestial counterparts and attack them on sight. These two outsiders wage eternal wars for the hearts, minds, and loins of mortals on the Material Plane, with fallen cherub traveling there in order to force lustful and often destructive thoughts and deeds in others.

A fallen cherub appears as a staggeringly beautiful male youth, with a slender build and smooth skin-though often torn and dripping ichor from their masochistic habit of clawing themselves. They exude an undeniable sexiness, masking a feral nature. However, this beauty is marred by their lack of eyes----only two dark hollows remain, having been clawed out long ago, so as not to gaze upon true beauty again. Despite their apparent lack of sight, fallen cherub can see through alternate methods and suffer no penalties for blindness. They have large wings filled with white feathers, similar to a dove, allowing them the ability to fly with grace. Fallen cherub stand a little over 6 feet tall.

Combat

Fallen cherub are cowards, and only fight when pressed. However, if cornered, they fight with amazing ferocity, using their special arrows to create confusion among their foes. They prefer to remain invisible, firing their arrows from a distance. If forced into melee, they batter their opponent with their wings and cast cause light wounds before retreating.

A cherub's natural weapons, as well as any weapons it wields, are treated as evil-aligned for purpose of overcoming damage reduction.

Special Arrows (Ex): Fallen cherub employ arrows that deal no damage, but can inspire intense emotions in a target. These arrows remain invisible if the cherub is invisible at the time and disappear immediately after it strikes. The target must make a Wisdom check (DC 20) to realize that he has been struck by one of these arrows.

Hatred: When struck with this arrow, the creature must make a Will save (DC 18) or have his most intense love turn into pure hatred and malice. Whomever the target loves most becomes the target of vitriol and abuse, even attacking him if the opportunity arises.

This affect lasts for 1d6 hours, after which time, she is overcome with guilt and sorrow (treat as shaken), as well as dealing with the consequences of her actions and words.

Lust: A creature struck by this arrow must make a Will save (DC 18) or become obsessed with the first creature (other than the cherub) that he sees. This lust occurs regardless of gender, race, or other differences. The creature does everything in their power to express their desire for the other creature. If the creature is naturally sexually active and has no philosophical reasons not to have sex, he endeavors to persuade his beloved to have sex.

If the object of desire attacks the target, he must make another Will save (DC 18) each round to negate the effect-he tries to avoid the blows, but does not attack in return, all the while extolling his passion for the other being.

Perversion: A creature struck by one of these arrows is overcome with horrible, inappropriate sexual urges. The target must make a Will save (DC 18) or be affected by a geas/quest spell as if cast by an 18th-level sorcerer. They then attempt to engage in a perverse sexual act as designed by the fallen cherub.

Spell-Like Abilities: At will-*doom, charm monster, comprehend languages, inflict light wounds, detect good, detect thoughts, greater invisibility* (self only), *suggestion, greater teleport* (self plus 50 pounds of objects only); 1/day-*crushing despair, dominate person*. Caster level 12th; save DC 14 + spell level.

***Summon Demon* (Sp):** Once per day, a fallen cherub can attempt to summon one succubus with a 20% chance of success. This is the equivalent of a 6th-level spell.

Demon Traits: Demon are immune to electricity and poison. They have resistance to acid 10, cold 10, fire 10. As a supernatural ability, they can communicate telepathically with any creature within 100 feet that has a language.

Outsider Traits: A fallen cherub cannot be raised, reincarnated, or resurrected (though a *limited wish, wish, miracle,* or *true resurrection* spell can restore life). Darkvision 60 ft.

Skills: Fallen cherub receive a +8 racial bonus on Sense Motive and Spot checks.

Demonbred

Those who have a touch of demonic ancestry are the demonbred. They descend from half-demons and usually look like their nondemonic parent.

Sample Demonbred

This example uses a nymph as the base creature.

Naicine of the Lake

Medium Outsider (Native)
Hit Dice: 6d6+6 (27 hp)
Initiative: +3
Speed: 30 ft. (6 squares), swim 20 ft.
Armor Class: 22 (+3 Dex, +2 bracers of armor +2, +7 deflection), touch 20, flat-footed 19
Base Attack/Grapple: +3/+3
Attack: Dagger +6 melee (1d4/19-20) or claw +6 melee (1d3)
Full Attack: Dagger +6 melee (1d4/19-20) or 2 claws +6 melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blinding beauty, spells, spell-like abilities, *summon monster III*, stunning glance
Special Qualities: Damage reduction 10/cold iron, darkvision 60 ft., demon blood, detect law, limited telepathy, low-light vision, resistance to acid 2, cold 2, electricity 2, and fire 2, unearthly grace, wild empathy
Saves: Fort +12 (+16 against poison), Ref +17 (+21 against electricity), Will +17
Abilities: Str 10, Dex 17, Con 12, Int 16, Wis

17, Cha 19, App 28*
*Assumes the benefits of tantric and the Satisfied Glow feats.
Skills: Concentration +10, Diplomacy +6, Escape Artist +12, Handle Animal +13, Hide +12, Listen +12, Move Silently +12, Perform (sexual techniques) +13, Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +3 (+5 with bindings)
Feats: Satisfied Glow (2), Weapon Finesse
Environment: Temperate forests
Organization: Solitary, harem (1 nymph plus 11-20 suitors of 1st-3rd level, 2-20 devotees of 4th-6th level, and 2-5 favored of 7th-10th level)
Challenge Rating: 8
Treasure: Standard
Alignment: Chaotic evil
Advancement: 7-12 HD (Medium)
Level Adjustment: +8

Naicine does not look like a typical nymph, nor does she act like one. Naicine delights in causing suffering. Her tormenting far exceeds the playful teasing of most nymphs. She uses her beauty and sexuality ruthlessly for self-aggrandizement and power.

She speaks Abyssal, Sylvan, and Common.

Roleplaying Notes

Naicine and her cadre of devoted suitors make for a very sexually oriented encounter. Her suitors may be male, male and female, or female, whichever suits your campaign best.

Combat

While most nymphs avoid nonfey, Naicine seeks them out. She prefers to fraternize with weak-willed humanoids vulnerable to her supernatural abilities. She enjoys goading her potential paramours into fighting each other, often honoring the winner with her sexual favors.

She has a *bead of force* she uses if attacked. Her spellcasting also gives her many options. She's apt to use a few high-power spells such as *flame strike* next and then drink her potion of *sanctuary*, if still threatened.

Several of the nymph abilities now key off the Appearance score.

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 22* Fortitude save or be blinded permanently as though by the blindness spell. A nymph can suppress or resume this ability as a free action. The save DC is Appearance-based.

*Assumes the benefits of tantric and the Satisfied Glow feats.

Spell-Like Abilities: 1/day-*dimension door*. Caster level 7th.

Spells: A nymph casts divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0-*cure minor wounds, detect magic, flare, guidance, light, resistance;* 1st-*calm animal, cure light wounds, entangle, longstrider, suspicion;* 2nd-*barkskin, heat metal, lesser restoration, tree shape;* 3rd-*call lightning, liar's curse, protection from energy;* 4th-*flame strike.*

Stunning Glance (Su): As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 22* Fortitude save or be

stunned for 2d4 rounds. The save DC is Appearance-based.

*Assumes the benefits of tantric and the Satisfied Glow feats.

Unearthly Grace (Su): A nymph adds her Appearance modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block reflects these bonuses).

Wild Empathy (Ex): This power functions as the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

Skills: A nymph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

*Assumes the benefits of tantric and the Satisfied Glow feats.

Possessions: Bracers of armor +2, bead of force, ring of sexual stamina, potion of blur, potion of cure light wounds, potion of sanctuary.

Creating a Demonbred

"Demonbred" is an inherited template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "outsider" with the "native" subtype. It uses all the base creature's statistics and special abilities except as noted here.

Attacks: Demonbred gain two claw attacks in addition to the base creature's attacks, if it did not have them already.

Damage: If the base creature does not have a claw attack, use the damage values in the table below. Otherwise, use the values below or the base creature's damage, whichever is greater.

Size	Claw Damage
Fine	-
Diminutive	-
Tiny	1
Small	1d2
Medium	1d3
Large	1d4
Huge	1d6
Gargantuan	1d8
Colossal	2d6

Special Attacks: A demonbred retains all the special attacks of the base creature and gains those described below.

***Summon Monster* (Sp):** Once per day, a demonbred can summon an evil creature. This ability duplicates the *summon monster* spell. The level of the spell depends upon the Hit Dice of the demonbred.

Hit Dice	Spell
1-2	*Summon monster I*
3-4	*Summon monster II*
5-6	*Summon monster III*
7-8	*Summon monster IV*
9-10	*Summon monster V*
11-12	*Summon monster VI*
13-14	*Summon monster VII*
15-16	*Summon monster VIII*
17+	*Summon monster IX*

Special Qualities: A demonbred has all the special qualities of the base creature, plus darkvision with a range of 60 feet. Demonbred have a +4 racial bonus on all saving throws against electricity and poison and resistance to acid 2, cold 2, electricity 2, and fire 2.

Demon Blood: For all effects related to race, a demonbred is considered a demon. Demonbred are just as vulnerable to special effects that affect demons as their demon ancestors are, and they can use magic items that are useable by demons.

***Limited Telepathy* (Sp):** Once per day, a demonbred can communicate telepathically with another creature. This ability duplicates the effects of the spell *limited telepathy*. Caster level equal to Hit Dice.

***Detect Law* (Sp):** At will, demonbred characters with at least 5 Hit Dice can *detect law*. This ability duplicates the effects of the spell *detect law*.

***Unlimited Telepathy* (Su):** Demonbred with at least 10 Hit Dice can communicate telepathically with any creature within 100 feet that has a language.

Challenge Rating: Same as base creature +1.

Alignment: Demonbred strongly tend toward chaos, usually disdaining law and order. They sometimes follow their demonic heritage into a life of evil. More often, they're neutral. A few actively pursue good.

Level Adjustment: +1.

Personality: Demonbred tend to be quick-tempered, vengeful, and malicious. They rarely take the time to concoct elaborate plans, but instead act impulsively.

Adventurers: Demonbred frequently feel the call toward chaos and adventure as a way of satisfying the need for constant change.

Devilblooded

Lady Eleanor smiled as she lowered her eyelashes and looked through them at the Duke Ti'Verl.

"Oh, your grace, you say and do the most intriguing things!" she murmured softly, making him lean closer to her to hear her words. She could feel the aura of warmth from his body and knew that he could feel hers. "You're such a man of the world!"

"Well, my dear, I do know a thing or two about life," he said and reached out to tap her arm for emphasis. Eleanor moved her arm slightly as he made his gesture, making sure his hand touched the bare skin of her arm above her gloves.

"I understand your grace will be seated at the high table at the new king's coronation," she said, turning the conversation toward her goal.

"Yes, yes. I'll be seated at the high table," he said as he looked at her and licked his lips. He shifted his feet a bit. Her nearness aroused him and he sought to hide the fact.

"How delightful," she said. "I've not yet had the pleasure . . . " (she paused just long enough for the Duke to focus on the word and begin to use his imagination on what potential it held) "of meeting his majesty."

The conversation lapsed for a moment as the Duke struggled to refocus his thoughts rather than contemplating pleasure and Lady Eleanor.

"Your wife must be delighted to be honored with such a position tomorrow," Eleanor said. As she expected, the Duke bristled at the thought of his shrewish wife and his ardor cooled.

"Oh, she's indisposed. Has been these last few days. Food poisoning, they think," he said.

"Such a pity!" Lady Eleanor murmured, drawing her hand to her heart and his eyes to her décolletage. Food poisoning, indeed. She repressed a smile. "Surely, you won't be going unaccompanied?" She looked up at him through her lashes again.

"No, he won't," answered a woman's clear, firm voice. The Duke and Lady Eleanor turned to regard the newcomer, a tall, blond woman. Shapely, she seemed well-muscled and built for combat. More at ease in armor than the low-cut ball gown she wore which displayed fine cleavage and a few healed combat scars.

The Duke gestured to the newcomer. "Lady Eleanor, let me present my niece, Valeria."

"A pleasure, I'm sure," Eleanor replied.

The two women looked at each other, each taking the other's measure, each finding the other woman to be a significant threat. Valeria reeked of goodness and law to Lady Eleanor. Valeria, for her part, perceived Eleanor to be tainted with evil.

As they continued the social niceties of introductions, the two women smiled at each other, the only polite way of baring one's teeth.

The mating of a devil and nondevil generates a diabolic half-devil. The fiendish bloodline persists for many, many generations. It eventually thins to the point where children have only a touch of devilish ancestry and usually pass for human. These are the devilblooded.

Sample Devilblooded

This example uses a 7th-level human rogue as the base creature.

Lady Eleanor

Medium Outsider (Native)
Hit Dice: 7d6+7 (32 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 12, touch 12, flat-footed 12
Base Attack/Grapple: +5/+5
Attack: Dagger +5 melee (1d4)
Full Attack: Dagger +5 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak attack +4d6
Special Qualities: Darkvision 60 ft., detect good, devil blood, evasion, immune to fear, resistance to acid 2 and cold 2, trap sense +2, trapfinding, uncanny dodge (Dex bonus to AC)
Saves: Fort +1, Ref +6 (+10 against fire or poison), Will +2
Abilities: Str 10, Dex 13, Con 12, Int 14, Wis 8, Cha 16, App 15
Skills: Bluff +13, Diplomacy +13, Disguise +12, Escape Artist +11, Gather Information +13, Knowledge (local) +12, Listen +11, Perform (sexual techniques) +20, Search +12, Sense Motive +9, Spot +11
Feats: Alertness, Improved Initiative, Skill Focus (Perform [sexual techniques]), Tantric
Environment: Warm urban
Organization: Solitary, party (2-4 fighters of 4th-7th level), gala (10-150 varied combatants and noncombatants)
Challenge Rating: 8
Treasure: Standard
Alignment: Lawful evil
Advancement: By character class
Level Adjustment: +1

Though a devilblooded creature, Lady Eleanor looks completely human except for her black eyes.

She speaks Abyssal, Common, and Elven.

Roleplaying Notes

Lady Eleanor continually seeks to create situations that are to her advantage. She makes an interesting patron for an adventurer or adventuring party. Eleanor thirsts for information that she can use to her benefit. She would like to find evidence of wrongdoing or depravity among her rivals for her to blackmail them. She also needs to have an occasional indiscretion of her own covered up.

Combat

Lady Eleanor dislikes physical confrontation. She uses her wits and her skill to avoid dangerous situations. She rarely appears publicly without several doughty bodyguards.

Evasion (Ex): While wearing light or no armor, if Lady Eleanor makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she takes no damage. If she is helpless, she does not gain the benefit of evasion.

Uncanny Dodge (Ex): Lady Eleanor retains her Dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker. However, she still loses his Dexterity bonus to AC if immobilized.

Possessions: *Bustier of beauty +2, cloak of protection +1, ring of protection +1, ring of sexual stamina, potion of cure moderate wounds*, 100 gp.

Creating a Devilblooded

"Devilblooded" is an inherited template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "outsider" with the "native" subtype. It uses all the base creature's statistics and special abilities except as noted here.

Special Qualities: A devilblooded has all the special qualities of the base creature, plus darkvision with a range of 60 feet. Devilblooded have a +4 racial bonus on all saving throws against fire and poison and resistance to acid 2 and cold 2. They also have a +4 racial bonus on Perform (sexual techniques).

Devil Blood: For all effects related to race, a devilblooded is considered a devil. Devilblooded are just as vulnerable to special effects that affect devils as their devil ancestors are, and they can use magic items that are useable by devils.

Immune to Fear (Su): A devilblooded is immune to fear (magical or otherwise).

***Detect Good* (Sp):** At will, devilblooded characters with at least 5 Hit Dice can detect good. This ability duplicates the effects of the spell detect good.

See in Darkness (Su): Devilblooded with 10 or more Hit Dice can see perfectly in darkness of any kind, even magical darkness.

Challenge Rating: Same as base creature +1.

Alignment: Devilblooded lean toward law, valuing order, hierarchy, and planning. They sometimes follow their diabolic bloodline into evil, but more often wind up neutral. Rarely, a devilblooded with actively pursue good.

Level Adjustment: +1.

Personality: Devilblooded tend to be methodical plan-makers. They act only after having considered the options, and the costs and benefits of each. They often expect others to act in a similar manner and capriciousness regularly surprises them.

Adventurers: Devilblooded tend to be ambitious. The adventuring life enables them to gather resources and create and execute plans to further their goals.

Felid

Beautiful, silken-furred creatures with slit-pupil eyes, felid clearly show feline ancestry.

Sample Felid

This example uses a 2nd-level halfling ranger as the base creature.

Perlisha

Small Humanoid (Augmented Halfling)
Hit Dice: 2d10+4 (15 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
Armor Class: 17, touch 14, flat-footed 14
Base Attack/Grapple: +2/-2
Attack: Masterwork longsword +4 melee (1d6) or masterwork sling +8 ranged (1d3)
Full Attack: Masterwork longsword +4 melee (1d6) or masterwork sling +8 ranged (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Favored enemy (aberrations)
Special Qualities: Combat style (archery), wild empathy
Saves: Fort +6, Ref +7, Will +1 (+3 against fear)
Abilities: Str 11, Dex 17, Con 14, Int 10, Wis 11, Cha 12, App 10
Skills: Balance +7, Climb +4, Hide +17, Jump +4 (+6 running jumps), Listen +2, Move Silently +12, Spot +5, Survival +8
Feats: Rapid Shot^B, Skill Focus (survival), Track^B
Environment: Temperate forests
Organization: Solitary, party (1 2nd-level cleric of Aaluran, 1 2nd-level rogue, and 1 2nd-level wizard)
Challenge Rating: 2
Treasure: Standard
Alignment: Neutral
Advancement: By character class
Level Adjustment: +0

Perlisha looks very much like what she is: A ranger who loves the woodlands and all nature. She's most comfortable outdoors.

She speaks Common and Halfling.

Roleplaying Notes

Perlisha enjoys a challenge. She rises to any test, especially if it involves wilderness adventuring or protecting nature.

If the player characters ever need to hire a talented ranger or tracker for an adventure, Perlisha's an excellent candidate.

Combat

Perlisha is an accomplished ranger. She prefers to stalk her quarry, tracking it, and attacking with surprise. Usually, she adventures as a member of a diverse-class party.

Possessions: *+1 leather armor,* masterwork longsword, masterwork sling, 20 bullets, *potion of bless weapon, potion of cure light wounds,* 75 gp.

Creating a Felid

"Felid" is an inherited template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). It uses all the base creature's statistics and special abilities except as noted here.

Abilities: -2 Str, +2 Dex, -2 Wis, +2 App.

Skills: Felid receive a +2 racial bonus on Climb, Hide, Jump, and Move Silently checks (for running jumps, the Jump bonus is +4) and a +4 racial bonus on Balance checks.

Special Qualities: A felid has all the special qualities of the base creature, plus low-light vision.

Slow Fall (Ex): A felid with 5 or more Hit Dice within arm's reach of a wall can use it to slow her descent. She takes damage as if the fall were 10 feet shorter than it actually is. This distance is cumulative with other slow fall class features.

Bonus Feat: A felid with 10 or more Hit Dice gains a bonus feat from the following list: Acrobatic, Agile, Alertness, Athletic, Improved Initiative, Lightning Reflexes, Skill Focus, or Stealthy.

Challenge Rating: Same as base creature +0.

Level Adjustment: +0.

Personality: Felid have a great love of comfort and tend toward hedonism. They take pleasure and luxuriate in all aspects of sensuality. A warm beam of sunlight, a pleasant fragrance, and a soft pillow are small things that make life sweeter. Likewise, in sexual pursuits, they tend to enjoy fully indulging their senses.

Adventurers: Although hedonists at heart, felid endure the rigors and deprivations of adventure to seek out new pleasures and secure the wherewithal to gratify their desires for sumptuousness. They're most frequently imagists or rogues.

Feykissed

Fey enjoy sexual and emotional dalliances with creatures of all kinds. Rarely, these result in children with a touch of fey blood. Sometimes, a feykissed child can't directly trace its ancestry to a fey.

Sample Feykissed

This example uses a 13th-level elf imagist as the base creature.

Felosio Starshine

Medium Fey (Augmented Humanoid [Elf])
Hit Dice: 13d4 (33 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 21, touch 12, flat-footed 19
Base Attack/Grapple: +6/+4
Attack: Masterwork longsword +5/+0 melee (1d8-2), or masterwork longbow +9/+4 ranged (1d8-2)
Full Attack: Masterwork longsword +5/+0 melee (1d8-2), or masterwork longbow +9/+4 ranged (1d8-2)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Charm monster, fascinate,* inspired smite evil, spells
Special Qualities: Cohort, damage reduction 10/cold iron, fey blood, *sanctuary,* universal appeal
Saves: Fort +4, Ref +6, Will +9
Abilities: Str 6, Dex 15, Con 10, Int 10, Wis 12, Cha 15, App 20
Skills: Concentration +16, Diplomacy +21, Escape Artist +4, Hide +4, Listen +3, Perform (sing) +18, Spot +19
Feats: Combat Casting^B, Dodge^B,
Environment: Temperate forests
Organization: Solitary, duo (1 11th-level kundala cohort), party (1 11th-level kundala cohort, 13th-level cleric of Aaluran, and 1 13th-level wizard)
Challenge Rating: 13
Treasure: Standard
Alignment: Neutral good
Advancement: By character class
Level Adjustment: +1

Felosio travels through several countries, always seeking to educate, enlighten, and beautify those he meets. His cohort and companion is Shem, a cleric knot-binder of

Kaladis (see page 78)

He speaks Common and Elven.

Combat

While Felosio doesn't enjoy combat, he knows that while the world is imperfect, there is conflict. He prefers to use his *sanctuary* ability and spells in defense.

Inspired Smite Evil (Su): Twice per day, as a standard action, Felosio can inspire an ally to smite evil. On the ally's next single melee attack roll (if it is made before the end of the next round), the ally a +13 bonus on hit and deals an additional +5 points of damage. If the ally does not make a melee attack or if the target is not evil, the smite has no effect, and the ability is still used up for that day.

Cohort: Felosio has an 11th-level gnome cleric/knot binder named Shem as a cohort.

Sanctuary (Su): Felosio always has a sanctuary effect active upon himself. DC 16; caster level 13th.

Imagist Spells Known (6/8/7/7/7/7/4): 0-*analyze fertility*, cure minor wounds, depilatory*, detect magic, detect pregnancy*, light, mage hand, message, read magic;* 1st-bless, *endure elements, identify, protection from evil, shield of faith;* 2nd-aid, *augury, cat's grace, heroism, tongues;* 3rd-*dispel magic, fly, invisibility purge, magic vestment;* 4th-*freedom of movement, imbue with spell ability, looking glass*, stoneskin;* 5th-*dispel evil, major creation, teleport;* 6th-*heal, through the looking glass*.*

Possessions: +4 *studded leather armor, +2 buckler, ring of protection +2, amulet of natural armor +2,* masterwork longsword, masterwork longbow, 20 arrows, *wand of longstrider* (5 charges), *wand of cure moderate wounds* (5 charges), 10 gp.

Creating a Feykissed

"Feykissed" is an inherited template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). The creature's type changes to "fey." It uses all the base creature's statistics and special abilities except as noted here.

Abilities: -2 Str, -2 Con, +2 Cha +2 App.

Skills: Feykissed receive a +2 racial bonus on Escape Artist, Hide, Listen, and Spot checks.

Special Qualities: A feykissed has all the special qualities of the base creature, plus low-light vision.

Fey Blood: For all effects related to race, a feykissed is considered a fey. Feykissed are just as vulnerable to special effects that affect fey as their fey ancestors are, and they can use magic items that are useable by fey.

Class Skill: Perform is always a class skill.

Universal Appeal (Ex): Fey and feykissed do not suffer any penalty to Appearance when interacting with creatures of a different species.

Damage Reduction (Ex): Feykissed have damage reduction based on their Hit Dice.

Hit Dice	Damage Reduction
1-5	1/cold iron
6-10	5/cold iron
11-15	10/cold iron
16-20	15/cold iron

***Fascinate* (Sp):** Once per day, a feykissed character with at least 5 Hit Dice and 3 or more ranks in a Perform skill can *fascinate.* This ability duplicates the effects of the bardic music ability.

***Charm Monster* (Sp):** Once per day, a feykissed character with at least 10 Hit Dice can *charm monster.* This ability duplicates the effects of the spell. The save DC is Appearance-based.

Challenge Rating: Same as base creature +0.

Level Adjustment: +1.

Personality: Creatures of passion and moment, feykissed delight in the now.

Adventurers: Feykissed adventure for a variety of motivations including indulging curiosity, acquiring treasure, and enhancing their power or prestige. They tend to be charming and beautiful, thus making excellent bards, imagists, and sorcerers.

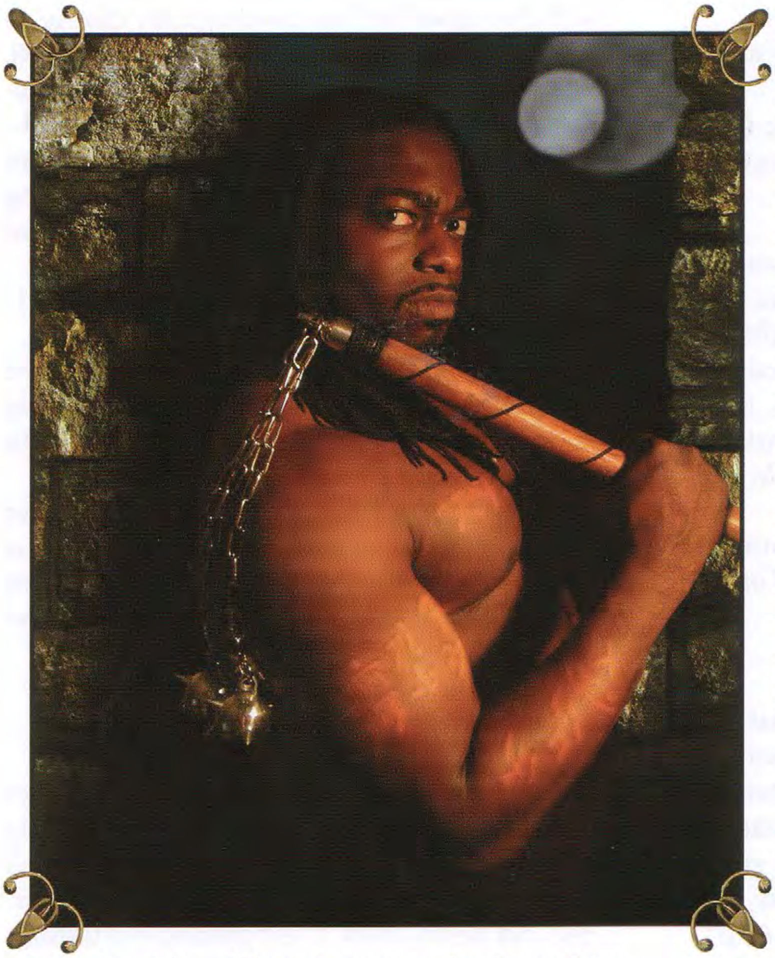
Giantborn

Sexually charged, but emotionally unsatisfied, Hervark exited the sordid whorehouse amid cat calls. "Bye, bye, big boy," a voice too raspy to be sexy called out.

"Next time, we'll charge you by the inch!" another dwarf female called.

"No! By the minute!" another voice mocked.

Hervark felt despondent. He should have known better than to return to the monogamously focused dwarven community of his youth. Going to the house of ill repute might have been a



mistake. The settlement marginalized anything the least bit promiscuous. Yet, he had wanted to see his parents again and have full command of his spellcasting talents. He nursed a perpetual hope that they would eventually accept him. Tomorrow he would see them.

A dwarf, but not a dwarf by some trick of his physiology.

A spellcaster, but a sex magic spellcaster.

Tomorrow would be difficult. It would be the first time he had seen his parents in over 10 years. He prayed to Alilial that just as she shows mercy to her children, his mother and father would toward him.

Giants sometimes breed with humanoids or monstrous humanoids. Those with a touch of giant blood in their bloodlines use the giantborn template.

Sample Giantborn

This example uses a 1st-level dwarf tantrist as the base creature.

Hervark Giantborn

Medium Giant (Augmented Dwarf)

Hit Dice: 1d4+7 (10 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 12, touch 12, flat-footed 12

Base Attack/Grapple: +0/+2

Attack: Morningstar +2 melee (1d8+3) or javelin +3 ranged (1d6+2)

Full Attack: Morningstar +2 melee (1d8+3) or javelin +3 ranged (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spells

Special Qualities: -

Saves: Fort +6, Ref +1, Will -1

Abilities: Str 15, Dex 12, Con 19, Int 16*, Wis 8, Cha 11, App 8

Skills: Concentration +8, Diplomacy +3, Listen +3, Perform (sexual techniques) +4, Spellcraft +8*, Spot +3

Feats: Tantric, Toughness^{B}

Environment: Temperate mountains

Organization: Solitary or adventuring party (Hervark and 2-5 1st-2nd-level adventurers)

Challenge Rating: 2

Treasure: Standard

Alignment: Lawful neutral

Advancement: By character class

Level Adjustment: +2

Hervark looks like a dwarf drawn slightly large. He speaks Dwarven, Common, Giant, and Terran.

Roleplaying Notes

Hervark was abandoned as a baby at an orphanage in a mostly human city. He knows that his heritage is part dwarf and part giant, a rather odd combination. His interest in finding out about his parents has been building, but he fears rejection. He suspects that his tantrist talents come from at least one of his parents.

Combat

Hervark is tougher than a typical 1st-level arcane spellcaster. His dwarf giantblood heritage makes him very well-suited to tantrist spellcasting.

He doesn't seek out fights, but does not avoid one either.

Spells Prepared (3/2+1; save DC 14* + spell level): 0-*detect magic, guidance, resistance;* 1st-*burning hands* (CL 2), *vision of exquisite pleas-*

*ure***†.

*Assumes the benefits of Tantric and the Satisfied Glow feats.

**Domain spell. Domains: Joining (mending 1/day) and Pleasure (soothing touch 1/day).

†New spell in this book.

Spells Inscribed: 0-*acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue;* 1st-*burning hands, endure elements, expeditious retreat, identify, magic missile, shield other**, vision of exquisite pleasure***†.

Possessions: Masterwork morningstar, *potion of cure light wounds* (2), *potion of invisibility,* scroll of *peacock's beauty,* 42 gp.

Creating a Giantborn

"Giantborn" is an inherited template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). The creature's type changes to "giant." It uses all the base creature's statistics and special abilities except as noted here.

Abilities: +2 Str, +2 Con, -2 Cha, -2 App.

Special Attacks: Giantborn receive a +1 racial bonus on attack rolls with thrown weapons. They have inherited some of their giant ancestor's adeptness with throwing rocks and apply it to all thrown objects.

Special Qualities: A giantborn has all the special qualities of the base creature, plus low-light vision.

Toughness Bonus Feat: Giantborn receive Toughness as a bonus feat.

***Change Size* (Sp):** Once per day, a giantborn with 5 or more Hit Dice can magically change its size. This works just like an *enlarge person* spell, except that the power works only on the giantborn. This is the equivalent of a 2nd-level spell.

Size Increase: A giantborn with 10 or more Hit Dice increase in size by one category gaining associated benefits and penalties (see Size Increases in Core Rulebook III).

Challenge Rating: Same as base creature +1.

Level Adjustment: +2.

Personality: Giantborn often feel awkward and out-of-place in society. Either they're too big for the nongiants around them or too small to fit into giant society.

Adventurers: The archetype of an adventurer with something to prove to himself and the world fits the giantborn well. They often seek danger as a means of testing themselves and proving their worth.

Half-Demon

Demons visit the Material Plane via a number of means, including gates and planar ally spells. While here, they frequently wreak havoc and sow chaos. They delight in disorder and destruction. Their chaotic evil natures manifest in rape and plunder. From these depredations, children are sometimes born.

Sample Half-Demon

This example uses a dragonne as the base creature.

Sserra Bloodclaw

Large Outsider (Native)
Hit Dice: 9d10+27 (76 hp)
Initiative: +6

Giantborn and Changes in Size

If your DM allows player characters to be giantborn, consider how the size change affects your character before you decide to play one.

It may seem appealing for Medium human to be giantborn and grow to Large size, gaining +8 Strength, losing -2 Dexterity, gaining +4 Constitution, adding +3 natural armor, and giving up -1 to AC and attack rolls for being Large.

It's more than that.

It means having to rebuy all your character's armor and weapons. It means having trouble fitting into communities designed for Medium and Small characters. Both physical and cultural limitations exist, however. Often, maneuvering or fighting becomes much more difficult. Social interactions can also suffer.

Usually, it also means being the biggest PC on the battle grid. That means being the biggest target. Get used to being picked on. You need your increased Constitution, Strength, and Armor Class.

Giantborn characters can be very fun, but they're also challenging to run. Consider carefully whether it suits you.

Speed: 40 ft. (8 squares), fly 50 ft. (good)
Armor Class: 27 (-1 size, +2 Dex, +16 natural), touch 11, flat-footed 25
Base Attack/Grapple: +9/+17
Attack: Bite +12 melee (2d6+4)
Full Attack: Bite +12 melee (2d6+4) and 2 claws +7 melee (2d4+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, roar, *summon demon*
Special Qualities: Darkvision 60 ft., demon blood, *detect good, detect law*, immunity to electricity and poison, low-light vision, outsider traits, resistance to acid 10, cold 10, and fire 10, scent, spell resistance 17
Saves: Fort +9, Ref +8, Will +4
Abilities: Str 19, Dex 15, Con 17, Int 6, Wis 12, Cha 12, App 10
Skills: Listen +11, Spot +11
Feats: Blind-Fight, Combat Reflexes, Improved Initiative, Track
Environment: Temperate deserts
Organization: Solitary, pair, or pride (5-10)
Challenge Rating: 9
Treasure: Double standard
Alignment: Chaotic neutral
Advancement: 10-12 HD (Large); 13-27 HD (Huge)
Level Adjustment: +7 (cohort)

Sserra loves combat: the bloodier, the better. He delights in hunting prey, terrorizing it with his roar, and playing with it in a grand cat-and-mouse game.

Combat

Sserra likes to start combat with a roar and a charge. If given time to prepare, he summons another creature, often a chaos beast or celestial dire lion, to provide distraction and flanking opportunities.

Pounce (Ex): If a dragonne charges, it can make a full attack in the same round.

Roar (Su): A dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed on a DC 15 Will save or become fatigued. Those within 30 feet who fail their saves become exhausted. The save DC is Charisma-based.

***Summon Demon* (Sp):** Sserra can summon a chaotic evil creature as per *summon monster V*.

***Detect Good* (Sp):** At will, Sserra can detect good. This ability duplicates the effects of the spell *detect good.*

***Detect Law* (Sp):** At will, Sserra can detect law. This ability duplicates the effects of the spell *detect law.*

Skills: Dragonnes have a +4 racial bonus on Listen and Spot checks.

Carrying Capacity: A light load for a dragonne is up to 348 pounds; a medium load, 349-699 pounds, and a heavy load, 700-1,050 pounds.

Outsider Traits: A half-demon cannot be raised, reincarnated or resurrected (though a limited wish, wish, miracle, or true resurrection spell can restore life). Darkvision 60 ft.

Creating a Half-Demon

"Half-demon" is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or more (referred to hereafter as the base creature).

A half-demon uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-demons are normally native outsiders.

Speed: A half-demon has a 50% chance of having batlike wings. Unless the base creature has a better fly speed, the creature can fly at 50 ft. (good maneuverability).

Armor Class: Natural armor improves by +1 per Hit Die (this stacks with any natural armor bonus the base creature has). Natural armor improves with each additional Hit Die as well.

Attacks: Half-demons have a bite and two claw attacks in addition to the base creature's attacks, if it did not have them already.

Damage: If the base creature does not have a bite or a claw attack, use the damage values in the table below. Otherwise, use the values below or the base creature's damage, whichever is greater.

Size	Bite Damage	Claw Damage
Fine	1	-
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: A half-demon retains all the special attacks of the base creature and gains those described below.

Summon Monster **(Sp):** Once per day, a half-demon can summon a chaotic evil creature. This ability duplicates the *summon monster* spell. The level of the spell depends upon the Hit Dice of the half-demon.

Hit Dice	Spell
1-2	*Summon monster I*
3-4	*Summon monster II*
5-6	*Summon monster III*
7-8	*Summon monster IV*
9-10	*Summon monster V*
11-12	*Summon monster VI*
13-14	*Summon monster VII*
15-16	*Summon monster VIII*
17+	***Summon monster IX***

Special Qualities: A half-demon has all the special qualities of the base creature, plus darkvision with a range of 60 feet. Half-demons are immune to electricity and poison. They have resistance to acid 10, cold 10, fire 10. As a supernatural ability, they can communicate telepathically with any creature within 100 feet that has a language.

Damage Reduction: A half-demon has damage reduction 5/cold iron or good (if HD 5 or less), 10/cold iron or good (if HD 10 or less), or 10/cold iron and good (if HD 11 or more).

Demon Blood: For all effects related to race, a half-demon is considered a demon. Half-demons are just as vulnerable to special effects that affect demons as their demon ancestors are, and they can use magic items that are useable by demons.

Detect Good **(Sp):** At will, half-demon characters can detect good. This ability duplicates the effects of the spell *detect good.*

Detect Law **(Sp):** At will, half-demon characters can detect law. This ability duplicates the effects of the spell *detect law.*

Spell Resistance: Half-demons have spell resistance equal to 8 + their Hit Dice.

Unlimited Telepathy (Su): Half-demons can communicate telepathically with any creature within 100 feet that has a language.

Challenge Rating: Same as base creature +2.

Level Adjustment: +2 (+3 if the template adds or substantially improves a fly speed).

Personality: The dangerous capriciousness of their demonic ancestors often manifests in half-demons. They usually are chaotic in nature and often evil.

Adventurers: Half-demons often have an "I'll try anything once (as long as it doesn't take too long)" attitude. They adventure to create chaos and cause disruptions to ordered society.

Half-Devil

Demertrion leaned forward in his chair.

"What's she doing now?" he demanded.

The voyeuristic seer clicked her tongue impatiently. "You must wait a moment, my magics take time. Patience."

Patience Demertrion had had in abundance. He had waited long to wreak his revenge upon the nymph. Now, his waiting was at an end. She would pay.

"Ah, now I see her. She's standing in a lily-pad and lotus-blossom strewn pond..."

He ground his teeth together. One more inane comment from the insufferable fool would mean her death. After his usefulness to Demertrion ended, of course.

"And you've seen enough to get me to the location?" Demertrion asked.

"... oh, yes, oh, yes," the cloaked woman gasped, enjoying the vision. "She's naked and looking down at her own reflection. Wait! She hears someone approaching. It's a furry Halfling and a beautiful blond human woman in red armor."

Demertrion's hands tightened on the chair arm. Both Naicine and Valeria? Should he get the mage to teleport him there now or wait to see how the scene plays out.

"Tell me more," the patient half-fiend said.

Devils also frequently visit the Material Plane. Some spellcasters think to use them for various purposes. In turn, devils often use the very spellcaster who summon them their own perpetual schemes for power. More than one devil has organized a cult to worship it, sometimes as a deity and other times in a contractual manner in exchange for the hellspawn's services. The devil sometimes uses sex as a reward for a devoted cult member, as a bargaining tool, or as part of its price for performing some task.

Sample Half-Devil

This example uses a human Paladin 6/Rogue 1/Blackguard 10 as the base creature.

Demertrion

Medium Outsider (Native)

Hit Dice: 6d10+18 plus 1d6+3 plus 10d10+30 (135 hp)

Initiative: +2

Speed: 20 ft. in full plate armor (4 squares); base speed 30 ft.

Armor Class: 24, touch 12, flat-footed

Base Attack/Grapple: +16/+21

Attack: Dark talon +18 melee (1d10+8/17-20)

Full Attack: Dark talon +18/+13/+8/+3 melee (1d10+8/17-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smite good 5/day, sneak attack +5d6, spells, summon devil

Special Qualities: Aura of despair, aura of evil, command undead, damage reduction 10/cold iron and good, dark blessing darkvision 60 ft., *detect chaos, detect good*, devil blood, immunity to fire and poison, lay on hands, limited telepathy, outsider traits, poison use, resistance to acid 10 and cold 10, see in darkness, spell resistance 28, unlimited telepathy

Saves: Fort +17, Ref +11, Will +9

Abilities: Str 20, Dex 14, Con 16, Int 10, Wis 14, Cha 15, App 8

Skills: Concentration +12, Hide +15, Knowledge (religion) +21, Ride +21

Feats: Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Sunder, Power Attack, Quick Recovery*, Weapon Focus (bastard sword)

* New in this book.

Environment: Any

Organization: Solitary, mission (2-5 14th-level fighters), or army (200-500 assorted devil and half-devil soldiers)

Challenge Rating: 17

Treasure: Standard

Alignment: Lawful evil

Advancement: By character class

Level Adjustment: +3

No one falls quite as far or as hard as a paladin gone bad.

Demertrion is a product of a devil and a female human. As a youth, he fought his diabolic heritage and vigorously pursued the path of righteousness as a paladin. He was the best of the good, fighting with zeal and vigor.

He lived well but loved poorly.

He encountered and fell in love with Naicine of the Lake, a heartless demonbred nymph. He was ugly, but amusing. She had never slept with a paladin before, so she encouraged his attentions. His fascination with her grew stronger. He neglected his paladin duties to spend all his time in her presence. Soon, she grew bored with his devotion, but she wanted to test its bounds. She began to manipulate him, turning him gradually to a path of evil.

Naicine preyed upon his insecurities about his devil ancestry and planted the idea of pursuing his devil father, seeking revenge for largely imaginary wrongs done to his mother and

himself. He maliciously sought his father in the Hells.

Who his father was, no one knew. What happened when Demertrion went to the Hells is equally shrouded in mystery. What is certain is that he quickly rose to prominence in the devils' hierarchy and has importance far in excess of any previous half-breed.

When he rose from the bowels of the Hells, his visage had been twisted to portray a true reflection of his dark soul.

He speaks Infernal and Common.

Roleplaying Notes

If the player characters ever irritate or delight a powerful devil, they may meet Demertrion as the archfiend's means of reward or revenge.

There's a fierce enmity between Demertrion and a paladin named Valeria (see page 16). The PCs may encounter him as Demertrion seeks her or they may even encounter the two as they battle each other.

Combat

Demertrion furthers the goals of the hierarchy of hell. He is very confident and calm and does not get into a fight frivolously.

He uses spells such as *corrupt weapon* to prepare for combat whenever possible. He quickly closes to melee, often driving his foes before him with his aura of despair. Demertrion always uses his bastard sword, Dark Talon (described on page 133), in combat.

Aura of Despair (Su): Demertrion radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the *detect evil* spell) is equal to his class level (10th).

Command Undead (Su): Demertrion has the supernatural ability to command and rebuke undead (see Core Rulebook I). He commands undead as would an 8th-level cleric.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

***Detect Chaos* (Sp):** At will, half-devil characters can detect chaos. This ability duplicates the effects of the spell *detect chaos.*

***Detect Good* (Sp):** At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the *detect good* spell.

Lay on Hands (Su): This blackguard can cure 12 hit points of wounds per day.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Smite Good (Su): Five times per day, Demertrion may attempt to smite good with one normal melee attack. He adds +2 to his attack roll and deals 10 extra point of damage. Smiting a creature that is not good has no effect, but uses the ability for that day.

Outsider Traits: A half-devil cannot be raised, reincarnated or resurrected (though a limited wish, wish, miracle, or true resurrection spell can restore life). Darkvision 60 ft.

Blackguard Spells Prepared (3/3/2/1; save DC 12 + spell level): 1st-*corrupt weapon, cure light wounds, magic weapon;* 2nd-*cure moderate wounds, shatter, summon monster II**; 3rd-*deeper darkness, protection from energy;* 4th-*freedom of movement.*
* Evil creatures only.

Possessions: Fiendish full plate*, Dark Talon*, *belt of giant strength +4, periapt of Wisdom* +2, *cloak of Charisma* +2, 15 gp.

* New in this book.

Creating a Half-Devil

"Half-devil" is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or more (referred to hereafter as the base creature.

A half-devil uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-devils are normally native outsiders.

Speed: A half-devil has a 50% chance of having batlike wings. Unless the base creature has a better fly speed, such creatures can fly at 50 ft. (good maneuverability).

Armor Class: Natural armor improves by +1 per Hit Die (this stacks with any natural armor bonus the base creature has). Natural armor improves with each additional Hit Die as well.

Special Attacks: A half-devil retains all the special attacks of the base creature and gains those described below.

***Summon Monster* (Sp):** Once per day, a half-devil can summon a chaotic evil creature.

This ability duplicates the *summon monster* spell. The level of the spell depends upon the Hit Dice of the half-devil.

HD	Spell
1-2	*Summon monster I*
3-4	*Summon monster II*
5-6	*Summon monster III*
7-8	*Summon monster IV*
9-10	*Summon monster V*
11-12	*Summon monster VI*
13-14	*Summon monster VII*
15-16	*Summon monster VIII*
17+	*Summon monster IV*

Special Qualities: A half-devil has all the special qualities of the base creature. Half-devils can see perfectly in darkness of any kind, even that created by a deeper darkness spell. They are immune to fire and poison. Half-devils have resistance to acid 10 and cold 10. As a supernatural ability, they can communicate telepathically with any creature within 100 feet that has a language.

Damage Reduction: A half-devil has damage reduction 5/cold iron or good (if HD 5 or less), 10/cold iron or good (if HD 10 or less), or 10/cold iron and good (if HD 11 or more).

Devil Blood: For all effects related to race, a half-devil is considered a devil. Half-devils are just as vulnerable to special effects that affect devils as their devil ancestors are, and they can use magic items that are useable by devils.

Detect Chaos (Sp): At will, half-devil characters can detect chaos. This ability duplicates the effects of the spell *detect chaos.*

Detect Good (Sp): At will, half-devil characters can detect good. This ability duplicates the effects of the spell *detect good.*

Spell Resistance: Half-devils have spell resistance equal to 11 + their Hit Dice.

Unlimited Telepathy (Su): Half-devils can communicate telepathically with any creature within 100 feet that has a language.

Challenge Rating: Same as base creature +2.

Level Adjustment: +2 (+3 if the template adds or substantially improves a fly speed).

Personality: Often pursuing law and evil beyond the bounds of reason, half-devils manifest many of the diabolical traits of their fiendish blood, though not all are evil or lawful.

Adventurers: A desire to impose order and to take control drives many half-devils to adventure. The most powerful sometimes become blackguards.

Golem, Pleasure

Breathe . . . I can feel my chest fill and vacate. I smell warmth, musk, heat . . . I smell sex. I'm not sure what it is but I know that I want it. That I'm made for it and it is what will fulfill me.

Light . . . it is dim but it swirls with colors and objects. I see a form. It is where the smell came from. I can see the body. I don't know what it is, who it is or what it is thinking. Except this, it wants me and that is enough. It will fulfill me; it will give me what I need to be whole.

"Brilliant Master Draven, the construct is just as I specified. Now are you sure that there is no intelligence or will within it?"

"Do not be concerned, Lord Malfin, this creature is just an object for your pleasure. You may make use of it in any way that you desire and it will not only not object it will respond as if it is in the throes of pleasure. However, you are the one who is the master."

Medium Construct
Hit Dice: 2d10+20 (31 hp)
Initiative: +2
Speed: 30 ft. (can't run)
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +1/+1
Attack: Slam +1 melee (1d4)
Full Attack: 2 slams +1 melee (1d4)
Space/Reach: 5 ft./ 5 ft.
Special Attacks: Intoxicating pheromones
Special Qualities: Disguise self, construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves: Fort +0, Ref +2, Will -2
Abilities: Str 10, Dex 15, Con -, Int 4, Wis 6, Cha 8, App 13
Skills: Perform (sexual techniques) +7
Feats: Skill Focus (Perform [sexual techniques])
Environment: Any
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: -

Most golems are built with combat in mind, able to mete out terrible damage with their fists and shrug off incredible blows. However, some have been created to be both pleasing to the eye and to the touch. The pleasure golem is a construct designed to provide sexual pleasure for its master (or anyone else that the master permits). It can change its appearance to suit whomever it is servicing. It is given the illusion of life through the binding of a spirit from the Elemental Plane of Fire, which gives it movement, body heat, and something unusual for a construct----passion, or the illusion thereof.

In its natural form, a pleasure golem is a patchwork of the corpses from which it was created. The most common type of pleasure golem has a female form. However, this is entirely a matter of tradition as a pleasure golem can change it body to take on both genders and any appearance. Unlike other golems, the pleasure golem does exude heat, which comes from the tiny bit of elemental fire that gives it life. The pleasure golem cannot speak, but does emit arousing noises of pleasure during sexual acts.

Although considered an object of pleasure, with neither will nor intellect, there are persistent legends of pleasure golems exhibiting will or even thought. These tales are most often set-aside as a creator's over-attachment to their toy or guilt for the abuse of a thing that looks too human.

Combat

As the name indicates, pleasure golems are not suited for combat. They avoid hostile action, but lashes out with their fists if attacked. Because certain creators of pleasure golems enjoy violence and having a docile victim, some pleasure golems may not fight back at all if attacked. For a randomly encountered pleasure golem, roll d%: 01-95% standard, 96-100% nonviolent.

Intoxicating Pheromones (Ex): A pleasure golem constantly emits an intoxicating scent that mammalian creatures find alluring. All creatures within 30 feet of the pleasure golem must make a Will save (DC 15) or act as though under the effects of vision of exquisite pleasure spell.

Disguise Self (Su): When commanded by its controller, a pleasure golem can change its appearance as if by the disguise self spell as a standard action. It only changes into a form described by its controller.

Immunity to Magic (Ex): A pleasure golem is immune to all spells, spell-like effects, and supernatural abilities, with the following exception. A *cause fear* spell slows (as the spell) the pleasure golem for 2d6 rounds.

Construct Traits: A pleasure golem has immunity to poison, magic sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Construction

A pleasure golem is made from wax and the

flesh of humanoid corpses—the flesh must be extremely fresh, the chosen parts being infused with a special alchemical mixture minutes after the death of the person.

The golem costs 2,000 gp to create, including 750 gp for the construction of the body. Assembling the body requires a Craft (sexual toys) or Heal check (DC 17).

The creator must be 14th level and able to cast arcane spells. Completing the ritual drains 400 XP from the creator and requires the Craft Construct feat, *disguise self, charm person, vision of exquisite pleasure*, geas/quest, limited wish, polymorph* any object.

*New spell in this book.

Serpentine

Legends speak of snakelike humanoids. Stories vary as to whether these are extraplanar creatures or simply odd beings from the Material Plane. What is known is that from time to time, a child with some snakelike feature (such as textured or scalelike skin, slit pupils, abnormally small ears) is born to humanoids or monstrous humanoids. The child's appearance is odd in some fashion, but nevertheless appealing.

Sample Serpentine

This example uses a 2nd-level half-orc barbarian as the base creature.

Gurthoss

Medium Humanoid (Reptilian)

Hit Dice: 2d12+4 (17 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 15, touch 11, flat-footed 14

Base Attack/Grapple: +2/+7

Attack: Masterwork battleaxe +8 melee (1d8+5/x3) or masterwork composite (+4 Str bonus) longbow +3 ranged (1d8+4/x3)

Full Attack: Masterwork battleaxe +8 melee (1d8+5/x3) or masterwork composite (+4 Str bonus) longbow +3 ranged (1d8+4/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: ----

Special Qualities: Darkvision 60 ft., rage 1/day, uncanny dodge

Saves: Fort +5, Ref +1, Will +1

Abilities: Str 21*, Dex 13, Con 14, Int 9, Wis 12, Cha 6, App 10

*Assumes the benefits of tantric and the Virility feat.

Skills*: Escape Artist +3, Hide +3, Listen +8, Spot +8, Survival +6

*+2 bonus on all Charisma-and Appearance-based skills when dealing with other reptilian and snakelike creatures.

Feats: Virility

Environment: Temperate hills

Organization: Solitary, raiding party (Gurthoss plus 2-12 orcs)

Challenge Rating: 2

Treasure: Standard

Alignment: Neutral evil

Advancement: By character class

Level Adjustment: +0

Gurthoss accentuates her snakelike features by wearing clothing and accessories made from snakeskin, crocodile, and other reptiles.

He speaks Common and Orc.

Roleplaying Notes

Gurthoss is an ambitious half-orc. Though neither charismatic nor good-looking by most standards, she has nevertheless established herself in a position of power, not among humans, orc, or even half-orcs, but among reptilians.

The power-hungry half-orc found a lizardfolk tribe that values leadership by those who prove themselves in combat. Gurthoss is a wonder with an axe, especially when she goes into a rage. She earned the reptilian's respect and honorary status as one of them.

Combat

Though she has a fine bow, Gurthoss prefers hand-to-hand combat and enjoys wading into battle, swinging her battleaxe with great glee. She enters into rage at the first opportunity and enjoys every moment.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds. The following changes are in effect as long as the rage lasts: HD 2d12 +8 (21 hp); AC 13, touch 9, flat-footed 12; Base Attack: +2; Grapple +9; Atk +10 melee (1d8+5/x3, masterwork battleaxe) or +3 ranged (1d8+4/x3 masterwork composite [+4 Str bonus] longbow); Full Atk +10 melee (1d8+5/x3, masterwork battleaxe) or +3 ranged (1d8+4/x3 masterwork composite [+4 Str bonus] longbow); SV Fort +7, Will +3;

Str 25, Con 18

Uncanny Dodge (Ex): Gurthoss can react to danger before her senses would normally allow her to do so. She retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: Masterwork studded leather, masterwork buckler, masterwork battleaxe, masterwork composite (+4 Str bonus) longbow, 20 arrows, 2 *potions of cure light wounds, potion of bull's strength*, 150 gp.

Creating a Serpentine

"Serpentine" is an inherited template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). A humanoid gains the reptilian subtype. It uses all the base creature's statistics and special abilities except as noted here.

Abilities: +2 Str, -2 Int, -2 Cha, +2 App.

Skills: Serpentines receive a +2 racial bonus on Escape Artist, Hide, Listen, and Spot checks. They also benefit from a +2 bonus on all Charisma- and Appearance-based skills when dealing with other reptilian and snakelike creatures.

Special Qualities: A serpentine has all the special qualities of the base creature.

Scent (Ex): Serpentine with at least 5 Hit Dice have scent. This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed-only its presence somewhere within range. The creature can take a move action to note the direction of the scent. Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Level Adjustment: +0

Personality: Serpentine tend to follow the norms of the society in which they grow up.

Adventurers: The same diversity of reasons that lure humans to adventure motivate serpentine.

Succubus, Greater

Xerexeles moved with a catlike grace across the ballroom floor, her midnight black gown shimmering with speckles of diamonds and rubies. Several nobles, including Benelor, the War Master, and Kemlin, the Admiral of the Lord's Royal Fleet, moved with haste out of her way, simultaneously captivated by and fearful of her beauty. Although the body she had chosen pleased

her, the greater succubus was tiring of the charade and wished only to taste the sweet essence of soul and move on.

She curtsied before the High Lord, who watched her lustful eyes. Though advanced in years, the High Lord was still an incredibly powerful wizard; he would taste of pure magic, thought Xerexeles, as her eyes raised slowly to meet his.

"Milord," she purred. "It would be an honor if we could have one dance before you retire." He quickly agreed and they made their way to the floor.

Xerexeles smiled, which she could see melted any resistance the wizard might have. They danced for a few minutes before the succubus whispered in his ear.

"My great and noble High Lord, it would be my great pleasure if I could have but one kiss, so I may remember this night forever." Mesmerized by her beauty, the High Lord ignored social conventions and brushed his lips across hers. . . .

The next day, the High Lord's naked body was found sprawled out on his bed. Although his body was shriveled and emaciated-the court archmage concluded foul sorcery-the dead lord's face was twisted into exquisite pleasure. They were shocked to see that his penis was missing. The sheets were stained with semen, blood, and a black ooze that defied all attempts to classify it. The flame-haired beauty that had bedded with him the night before was nowhere to be found.

Medium Outsider (Chaotic, Evil, Extraplanar, Demon)
Hit Dice: 14d8+42 (105 hp)
Initiative: +3
Speed: 30 ft., fly 50 ft. (good)
Armor Class: 27 (+3 Dex, +14 natural) touch 13, flat-footed 24
Base Attack/Grapple: +14/+15
Attack: Claw +15 (1d4+3 plus energy drain and poison)
Full Attack: 2 claws +15 (1d4+3 plus energy drain and poison)
Space/Reach: 5 ft./ 5 ft.
Special Attacks: Energy drain, improved grab, poison, spell-like abilities, *summon demon*
Special Qualities: Alternate form, damage reduction 10/good silver, demon traits, immunity to electricity and poison, outsider traits, resistance to acid 10, cold 10, and fire 10, spell resistance 23, telepathy 100 ft., *tongues*
Saves: Fort +12, Ref +12, Will +15
Abilities: Str 13, Dex 16, Con 16, Int 20, Wis 18, Cha 30, App 28
Skills: Bluff +29, Diplomacy +31, Disguise +24, Escape Artist +13, Hide +12, Intimidate +31, Knowledge (arcana) +13, Knowledge (nobility and royalty) +13, Listen +16, Move Silently +13, Perform (sexual techniques) +22, Ride +13, Search +16, Sense Motive +21, Spot +21, Use Rope +20 (+22 bindings)
Feats: Dodge, Iron Will, Mobility, Persuasive*
Environment: Chaotic Evil Planes
Organization: Solitary
Challenge Rating: 12
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: 15-20 HD (Medium)
* New in this book

Greater succubi are the undisputed leaders of their lesser kin. Like normal succubi, the greater versions are experts in the art of seduction, temptation, and corruption. They are very meticulous in choosing their victims: kings, mighty wizards, and supposedly incorruptible clerics are their preferred prey. In addition, they use their powers of deception to lure even the most difficult of targets, including angels, in order to introduce blackness to their pure being.

Regular succubi defer to greater succubi in all ways, although being fiends, this control is tenuous, and the more powerful succubi must keep a sharp eye on their charges. Greater succubi commonly provide sexual favors to balor and other powerful demon, in order to increase the chances of gaining aid from them.

Combat

Like their lesser cousins, greater succubi avoid combat where possible. They fight with their claws but prefer inciting dissent and infighting among foes. If forced to fight, a greater succubus tries to use charm monster on a foe to bring it close in for an energy drain. Otherwise, it uses its improved grab ability to get a hold of the foe.

A greater succubus's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for purpose of overcoming damage reduction.

Energy Drain (Su): A greater succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the greater succubus must start a grapple, which

does not provoke an attack of opportunity (improved grab). The greater succubus's kiss or embrace bestows two negative levels. The kiss also has the effect of a suggestion spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 27 Will save to negate the effect of the suggestion. The DC is 27 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Improved Grab (Ex): To use this ability, the greater succubus must hit with both claw attacks. If it succeeds, it may use its energy drain ability as a free action.

Spell-Like Abilities: At will-*charm monster* (DC 27), *clairaudience/clairvoyance, darkness, desecrate, detect good, detect thoughts* (DC 27), *doom, ethereal jaunt* (self plus 50 pounds of objects only), *suggestion* (DC 27), *and greater teleport* (self plus 50 pounds of objects only); 1/day-*unholy blight.* Caster level 20th. The save DCs are Charisma-based.

Summon Demon **(Sp):** Once per day, a greater succubus can attempt to summon one balor with a 60% chance of success. This is the equivalent of a 7th-level spell.

Alternate Form (Su): Succubi can assume any humanoid form from Small to Large size as a standard action. This ability is similar to the *polymorph* spell but allows only humanoid forms.

Poison (Ex): The greater succubus's claws produce powerful poison that saps the will of the victim. Wisdom 1d8 primary and secondary (Fortitude save DC 20).

Tongues **(Su):** A greater succubus has a permanent *tongues* ability (as the spell, caster level 20th). Greater succubi usually use verbal communication with mortals and save telepathic communication for conversing with other fiends.

Demon Traits: Demons are immune to electricity and poison. They have resistance to acid 10, cold 10, fire 10. As a supernatural ability, they can communicate telepathically with any creature within 100 feet that has a language.

Outsider Traits: A greater succubus cannot be raised, reincarnated, or resurrected (though a *limited wish, wish, miracle,* or *true resurrection* spell can restore life), darkvision 60 ft.

By allowing descriptions of sex and using the rules described in the *Book of Erotic Fantasy*, new adventures await, both in and out of the bedroom.

Adventure Ideas

Here are 100 adventure seeds that you can use to spur sexual adventures and scenarios within your campaign

d%	Adventure Idea
1	A sorcerer has mastered a mass reverse gender spell, affecting an entire community.
2	A disturbing number of half-fiend babies are being born.
3	The mayor of a large city has recently announced that he is gay.
4	Prostitutes are being murdered in record numbers.
5	The women of a war-torn country refuse sex with their partners until the fighting ceases.
6	Halfling nomads have entered into town and begin celebrating a fertility rite. The activity greatly disturbs the populace, which threatens to have them imprisoned or worse.
7	A doppelganger has taken the identity of a local priest and goes on a spree of rape.
8	A new law decrees that all men must marry by the age of 20 or be drafted into the army.
9	Goblins are breeding at an even more accelerated rate, and are beginning to flood the countryside.
10	All the elves of a given forest undergo a strange period of heat, lasting for several months.
11	A mighty half-devil has begun a breeding program with wildly differing species, resulting in horrid aberrations.
12	A local warlord is caught in a sexual scandal involving a divine celibate.
13	A polymorphed silver dragon has impregnated all the daughters of the local lord.

14 A retired, powerful adventurer puts out a call that she is seeking a suitable man to be her husband and share her household.

15 A roving band of minstrels has come into town, sleeping with anyone they can.

16 A powerful guardian of morality and his cadre arrives, and begins "purifying" the sexual sins that he witnesses in the streets.

17 A strange comet passes overhead, rendering all living creatures sterile for an entire year.

18 A vampire has learned a spell that allows her to bear children, which become vampire spawn.

19 The ruler of a kingdom has decreed that all marriages be absolved, throwing the realm into chaos.

20 A new religion has sprung up, spreading the idea of free love among a very cloistered and conservative society.

21 A bastard child of one of the adventurers, the result of a sexual encounter long ago, appears and demands to be acknowledged.

22 All the prostitutes of a given city go on strike.

23 A fallen cherub incites chaos by causing members of two different, warring tribes or families to fall in love with each other.

24 A marauding band of barbarians kidnaps all the women of a small town.

25 The adventurers are asked to join a promiscuous sexual secret society.

26 An adept is selling trinkets that are said to grant incredible sexual stamina to the wearer—which turns out to be true.

27 A rake has wormed her way into the Imperial Court, assassinates the Queen, and disguises herself as the regent.

28 The mating season of local green dragons causes untold damage as suitors try to impress the one female enough to become her mate.

29 A hag has doomed the bloodline of a powerful family of wizards, causing them to die (with no hope of resurrection) at the age of 30.

30 A powerful tantrist releases a spell that reverses the sexual preference of every one for many miles around.

31 A medusa petrifies lovers in the act of sex then leaves the statues in the public square for all to see.

32 A jilted lover hires an assassin to hunt down one of the adventurers.

33 Captured by an enemy, the adventurers are handed over to a dominator to learn the meaning of discipline and respect.

34 A band of nymphs has begun seducing young men, some of which haven't returned.

35 A local lord demands the right of "First Night," in which he consummates the marriage by sleeping with the bride.

36 An epidemic of Astral's doom, a magical STD, is sweeping the countryside, affecting only those who wield magic.

37 After a bizarre magical storm, all pregnancies in a given land result in multiple births.

38 A covey of hags have conspired to bring two evil people together in order for the resulting child to be a powerful servant of chaos and vileness.

39 One of the adventurers begins finding love letters addressed to her inside her gear, but none of her companions are responsible.

40 While creating the foundation for a new temple, workers unearth a statue of an ancient, forgotten fertility god, who then comes to life.

41 The king has died and the queen declares her female lover as her new legal mate, much to the consternation of the populace.

42 Merchants arrive in town with a bewildering array of sexual toys and magic items.

43 A new high-class brothel has opened, coinciding with a rash of burglaries of the homes of some of the highest strata of society.

44 Every sexually mature virgin in a hundred-mile radius goes missing early one morning.

45 An imagist asks the adventurers to help him kidnap a powerful druid's daughter so that he may use her as a subject for his "art."

46 A set of royal twins known for their stunning looks and cruelty takes a fancy to one of the adventurers and demands for him to choose one or the other as a lover.

47 A swarm of bliss motes begin harassing anyone entering or leaving town. Some people go out to meet them, just for the sexual encounter.

48 Strange new trees are found on the outskirts of a forest, whose fruit is a powerful, yet addictive, aphrodisiac.

49 A large clan of satyrs holds a small town hostage unless a dozen young women are offered up to them.

50 A strange, beautiful woman offers herself to one of the adventurers asking to be impregnated so that she may give birth to the next messiah.

51 As they enter into heat, a normally serene tribe of centaurs begins assaulting anyone that comes near.

52 After a one-night stand with one of the adventurers, the lover reveals himself to be the regent of the land in disguise.

53 A horde of formians take over a small duchy, taking slaves back to be used as breeding stock for the slaves on their home plane.

54 A representative of a particularly isolated and inbred clan of dwarves asks the adventurers to help them find other dwarves to bolster their gene pool.

55 A perfect aphrodisiac has been discovered, but requires the blood of a unicorn.

56 A rival wizard has taken over another's *unseen lover* (made permanent), directing it to sexually assault others.

57 A sorcerer kidnaps exotic animals from zoos and homes to conduct her experiments.

58 The adventurers arrive in a town in which a fertility celebration is taking place, where people swap partners for a single day.

59 Strange small statues of satyrs with enormous erections start appearing in houses throughout the land.

60 All females in a 100-mile radius cease menstruating.

61 An ogre falls in love with the local lord's daughter.

62 The adventurer with the highest Appearance is abducted and sent to a distant land to become a sexual servant to a cruel crime lord.

63 A roving band of frenzied disciples entices young women from a town to leave their families behind and join them.

64 Villagers go into a frenzy and begin burning adulterers alive, upsetting the town's stability.

65 An elf asks the adventurers to help him fulfill his "textbook" of sexual positions

66 A lich has returned from a hundred-year slumber to reclaim the great-great granddaughter of his true love in order to make her his bride.

67 A blue dragon begins breeding with a local orc tribe, creating a powerful army of half-breeds.

68 A fiend has corrupted a highly revered cleric, causing him to commit unspeakable sexual acts.

69 A powerful male wizard proposes to one of the male adventurers, offering a luxurious lifestyle, magic items, and titles, if he agrees to a legal union.

70 A famous artist approaches one of the adventurers, hoping that she will pose in a love scene for a painting.

71 The adventurers are asked to a hedonistic orgy at the royal palace—intrigue and sexual politics ensue.

72 A lesbian dwarf has been exiled from her clan and asks the adventurers to help her get her lover out as well.

73 Someone slips a powerful aphrodisiac into one of the adventurer's drinks at a pub.

74 One of the adventurer's lovers is revealed to be the son of the ruler of an enemy kingdom.

75 A polymorphed dragon seeks to locate and sleep with the most powerful adventurers around in order to have their children.

76 The adventurers are falsely accused of kidnapping several concubines from a crime lord's harem.

77 During a night of passion, an adventurer's lover inadvertently reveals crucial military secrets.

78 After a one-night stand with a stranger, one of the female adventurers discovers her child is a half-celestial.

79 During sex, the adventurer feels additional hands from an invisible person.

80 During a festival, one of the adventurers notices a mysterious beauty that seems to be following him.

81 A sorcerer's pleasure golem has been stolen and he asks the adventurers to get it back.

82 One of the adventurer's mentors asks him for help in getting revenge for his wife's infidelity.

83 A new law has been passed that wizards may only have sex and get married with those that have spellcasting ability.

84 The adventurer's sexual exploits are watched by their enemy via *scrying*.
85 All of the adventurer's gear is stolen after a night at a brothel.
86 Outed by his order, a gay paladin asks the adventurers in helping to restore his name and status.
87 A doppelganger assumes one of the adventurer's form and commits unspeakable sexual acts.
88 While attending a banquet at their order, one of the adventurers is propositioned by the lord's son.
89 One of the adventurer's receives a building as part of an inheritance. It proves to be a brothel.
90 Various predators of a forest are being poached to near extinction, because it's rumored that their glands make the ultimate aphrodisiac. A druid comes to the adventurers for aid in preventing their demise.
91 A tyrannical cloud giant demands virgins to be brought to its mountaintop lair as tribute from a terrified populace.
92 A powerful, polygamous family asks one of the adventurers to join with them.
93 Fleeing his own wedding, a young man asks the adventurers for protection against the bride's angry family.
94 One of the adventurer's allies is seduced by their archnemesis and used against them.
95 A small town's festival involves a "sacred lover" who may sleep with anyone she likes.
96 While being serviced by a prostitute, one of the adventurers witnesses a murder of a constable nearby.
97 During his wedding ceremony, one of the adventurers is attacked by a would-be assassin.
98 A bard has learned a powerful new song that quickens the libido in everyone that listens to it.
99 While out in the wilderness, one of the male adventurers wakes up with a blue bow tied around his penis.
100 The adventurers are challenged to a game of "sexual endurance" by a band of halflings.

Organizations

Described here are some organizations that embrace sexuality in some form. While described in detail, certain elements have been left intentionally vague, allowing you to insert them in your own campaign with relative ease.

Order of the Unseen Lovers

The eyes deceive when it comes to passion. True attraction comes from the way a person smells, how they feel, their noises of lovemaking. More is revealed through the other senses than merely a person's appearance."

-The Hidden Lord,
founder of the Order of Unseen Lovers

The Order of the Unseen Lovers is a private club of powerful wizards, sorcerers, and other spellcasters that is known for its members' hedonistic lifestyles and positive attitude toward sex. Once a month (typically at the full moon), the members of this society gather in the home of one of the members, often a plush ballroom or specially designed love nest that can accommodate dozens of people. At these gatherings, the members feast on sumptuous food, engage in an enormous orgy, and otherwise wallow in decadent behavior. While the purpose of the Order is to engage in rampant sexuality without worries, a great deal of social intrigue and political wrangling occurs at these gatherings as well. A person asked to join the Order of the Unseen Lovers knows that he has been pegged as being a mover and shaker in the highest strata of society. Royalty, powerful merchants, clerics of sexually open (and sometimes not so open) churches, and aristocrats make up the membership of the Order. As one could imagine, membership can be particularly scandalous, especially if a branch of the Order exists in a land with stringent social taboos on sexuality.

The order gets its name from the unusual method in which members maintain their anonymity (or dignity if they are ashamed of their physical appearance) by making judicious use of the greater invisibility spell. As this spell does not end when a person engages in sex (unlike invisibility, see New Kinks for Old Spells, Chapter 4: *Magic*), members are insured that their physical identity will be unspecified, although most people discern the identity of others through their voice, sexual technique, or other nonvisual cues. It is a rule, however, that no one ever speaks the name of anyone in the Order. Because of this, members refer to themselves in code names, such as Satyrus, Vixen, or the Stern Mistress.

Once inside, a member may share themselves with anyone that accepts their offer.

In order to become a member of the Order of the Unseen Lovers, a candidate must fit the following criteria.

- Be a spellcaster capable of casting greater invisibility or have access to a magic item that produces the spell
- Be sponsored by a member in good standing
- Be a member of the highest levels of society-—a lord, rich merchant, respected adventurer, or elder of a church
- Take a vow never to reveal the identity of any members of the order

A typical evening at a gathering of the Order of the Unseen Lovers goes like this. Members arrive at the chosen location (picked at the previous meeting----locations rotate to avoid detection) and enter a secret door, which leads into an outer chamber. In the chamber is cloaked man, wearing a blindfold, who asks the members to remove their clothes. The clothes are placed in a trunk and are returned after the evening's festivities are done, and then the guardian asks the member to cast the spell (or use the item) that makes him invisible. Once complete, the guardian asks the member's code name for the evening (some members change their name from time to time). Once the name is given, the guardian unlocks a second door, often protected with a *glyph of warding*, and then announces the presence of the member, alerting the other members that a new person has entered the room. From that point on, the member is free to indulge as he sees fit----eating, resting, or indulging in sex with others in the room. The orgy lasts until dawn, although any member may leave at any time, by rapping on the door in a prescribed manner, signaling the guard that he wishes to leave.

To give members an additional sense of comfort that they are being unobserved, areas where the Order meet are commonly warded with the privacy spell (see Chapter 4: *Magic*). The more paranoid also use *mind blank* to prevent their thoughts from being read during their hedonistic wallowing.

Adventure Ideas: Here are some adventure seeds that you can use to include the Order of the Unseen Lovers into your campaign.

- While staying at an inn after a long adventure, the characters return to their rooms to find small envelopes on each of their beds. The envelopes contain invitations to "an experience of the senses," signed by "the Hidden Lord." The address leads them to a large house in a wealthy section of town. The characters have been suggested as potential candidates for inclusion into the Order, and this is their initiation.
- The characters have been given a tip that a particular house in the Noble district is hosting a large party, making it ripe for theft and plunder. When the characters break inside, they hear moans coming from behind a door. The characters have stumbled across a meeting of the Order, whose members become extremely irate at the intrusion, and the PCs find themselves attacked by invisible assailants.
- While engaging at a revel with the Order, one of the members is strangled to death. Not wishing to expose the group's activities by going to the authorities, the characters must help in finding the murderer, all enmeshed in a web of sex, lies, deceit, and powerful magic.

Damio's Companionship Service

"Although love is the most basic of things, finding love that is pleasing to both the heart and eye is quite a challenge for anyone. I help in making that match. Of course, no one can compete with me when it comes to finding the perfect match."

—Madame Damio, Proprietor

Damio's Companionship Service is a top-notch escort service that specializes in finding exotic beauties for wealthy clients. Damio began as a prostitute in a huge metropolis, learning her trade first in the streets, then later in a temple of Aaluran located in the merchant district. She quickly became enamored with the variety of people that she serviced-men and women of all cultures, races, and creeds. After a mysterious fire destroyed the temple, Damio left to form her own business. After a few years, Damio had created a vast sexual empire, consisting of brothels, escort services, and the occasional restaurant or business associated with the finer things of life.

Madame Damio uses her many contacts and business savvy to find beautiful people of all races and cultures to appease the varied tastes of the upper class. She has agents everywhere, keeping an eye out for attractive talent that is willing to relocate to the bigger cities. While most of her prostitutes make "house calls," Damio's Companionship Service also operates several fancy, upscale brothels in each major city. In places where prostitution is accepted, Damio's brothels are cornerstones of society, providing fine locations for discriminating clientele. For those areas where prostitution is illegal or is considered objectionable, Damio strives to be discreet, for in these places, business can still be incredibly lucrative.

Adventure Ideas: Here are some adventure seeds that you can use to include Damio's Companionship Service into your campaign.

- The characters have been hired by Madame Damio to located new "talent" for her newest bordello. She has received many requests for exotic women from the deep jungles to the south and wants the characters to find at least four people (preferably two of each gender) to come work for her.
- The character with the highest Appearance score is a dead-ringer for a high-class prostitute who works in one of Damio's brothels. This mistaken identity causes all sorts of problems and embarrassment for the character, as he is continually propositioned for sex. Things reach a head when the local crime lord, who has fallen in love with this prostitute, demands that the character join his "family."
- One of Madame Damio's most loyal clients is taking a trip to a distant kingdom, and has paid her handsomely to take along a small harem of his favorite prostitutes. The adventurers have been hired as bodyguards to protect the caravan on its journey. In addition to contending with rough terrain, brigands, and monsters, the characters must resist (or keep hidden) with the harem and their very jealous and paranoid client.

Madame Damio: Female human bard 7/sacred prostitute 5; CR 12; Medium humanoid; HD 12d6+48; hp 88; Init +1; Spd 30 ft; AC 16, touch 14, flat-footed 15; Base Atk +7; Grp +7; Atk +8 melee (*dagger of venom*, 1d4+1/19-20); Full Atk +8/+3 melee (*dagger of venom*, 1d4/19-20); SA fascinate, suggestion, spells; SQ Bardic music, bardic knowledge, countersong, inspire competence +1, aura of sexual ease, sexual healing II, sexual communion, restorative sex; AL CN; SV Fort +5; Ref +7, Will +11; Str 10, Dex 13, Con 15, Int 17, Wis 15, Cha 17, App 21

Skills and Feats: Appraise +8, Bluff +13 (+18 in sexual situations), Concentration +7, Decipher Script +5, Diplomacy +21 (+26 in sexual situations), Disguise +13, Hide +9, Knowledge (arcana) +8, Knowledge (geography) +6, Knowledge (religion) +8, Knowledge (nobility) +8, Listen +7, Move Silently +3, Perform (act) +10, Perform (sexual technique) +25, Perform (sing) +9, Profession (prostitute) +14, Sense Motive +15, Sleight of Hand +7, Spellcraft +13, Use Magic Device +6 (+8 with scrolls); Beauty Smiles, Disarming Looks, Negotiator, Quick Recovery, Sexually Open Society, Skill Focus (Perform [sexual technique]), Spell Focus (enchantment)

Possessions: *Dagger of venom, bracers of armor +3, ring of protection +2, ring of sexual stamina, bustier of beauty +4, amulet of health* (+2), 3 potions of *cure light wounds*, potion of *cure moderate wounds*, scroll of *dominate person*, 4 doses of *birth shield*, fine clothing.

Countersong (Su): Damio can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of her who is affected by a sonic or language-dependent magical attack may use her Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds.

***Fascinate* (Sp):** Damio can cause up to five creatures within 90 feet that can see and hear her to become fascinated with her (sit quietly, -4 penalty on skill checks made as reaction, such as Listen and Spot checks). Her Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 15 rounds.

Inspire Competence (Su): An ally within 30 feet who can see and hear Damio gets a +2 competence bonus on skill checks with a particular skill for as long as he can hear the music. Inspire confidence lasts for up to 20 rounds.

***Suggestion* (Sp):** Damio can make a *suggestion* (as the spell) to a creature he has already *fascinated*. A DC 22 Will save negates the effect.

Aura of Sexual Ease (Ex): Damio adds her class level to all Bluff, and Diplomacy checks that have a sexual component to them, including seductions, flirtation, and using sexuality to get her way.

Sexual Communion (Su): To use this ability, Damio must engage in sex for at least 20 minutes, after which time she may cast divination, eschewing material components, with the maximum chance of success (90%),. However, the divination must deal directly with the person that she is engaging in sex with and the question must be asked before the act of sex occurs. She may not use this ability to determine her own future, although she may engage in sex with another sacred prostitute to glean information.

Sexual Healing II: If Damio engages in sex for at least 20 minutes and makes a Perform (sexual technique) (DC 15) check, the subject is cured of any and all the following adverse conditions: confused, dazed, dazzled, exhausted, fatigued, feebleminded, nauseated, sickened, and stunned. In addition, the act also dispels curses as if by remove curse and heals damage as if by *cure serious wounds* cast by a 15th-level cleric.

Restorative Sex (Su): Once per day, Damio may engage in sex with a spellcaster, restoring any spell slots that he may have used for that day. She must make a Perform (sexual technique) check against a DC equal to 10 + the spellcaster's class level. On a success, the spellcaster's spells are restored as if he had prepared spells (for a wizard or ranger) or meditated as normal (for a cleric, sorcerer, or other spontaneous caster). The spellcaster must engage in sex for at least 20 minutes, requiring a separate Stamina check (see Chapter 2: *Rules, Skills, & Feats*)—failure indicates that the restorative sex did not work and the spellcaster maintains the same number of spells available for that day. A sacred prostitute may use this ability with another sacred prostitute, though only one may regain spells.

Bard Spells Prepared (6/5/5/3; save DC 13 + spell level): 0-*daze, detect magic, lullaby, prestidigitation, resistance;* 1st-*alarm, charm person, disguise self, hypnotism, unseen servant;* 2nd-*alter self, calm emotions, detect thoughts, enthrall, minor image;* 3rd-*charm monster, deep slumber, lesser geas.*

Sacred Prostitute Spells Prepared (2/2/1; save DC 13 + spell level): 1st-*Block the seed*, detect disease*;* 2nd-*eagle's splendor, vision of exquisite pleasure*;* 3rd-*remove disease.*

* New spell in this book.

Sample Brothel (The Velvet Room)

Described here is a typical brothel owned and operated by Damio's Companionship Service. The Velvet Room is located in a wealthy section of town, typically the Merchant's District, the Foreign District, or nestled among the manors of the city's elite. The building is ornate and done in a classical style, with erotic imagery adorning the walls and ceiling. The brothel has activity around the clock, with the most business occurring in the evening.

1. Veranda: The front of the brothel has a large, marble veranda with several comfortable chairs and benches for lounging. A few prostitutes are always on the porch, enticing those walking by to come inside.

2. Guard Alcove: Those who wish to enter the brothel must first pass through this small room. A pair of guards waits inside (7th-level human warriors), and asks patrons to remove any weapons they might be carrying. Regulars are given much more leeway in what they can bring inside, as per the permission of the house madam.

Brothel Guard: Male human Warrior 7; CR 3; Medium humanoid; HD 7d8+14; hp 42; Init +0; Spd 30 ft; AC 15, touch 10, flat-footed 15; Base Atk +7/+2; Grp +10; Atk +11 melee (masterwork heavy mace, 1d8+3); Full Atk +11/+6 melee (masterwork heavy mace, 1d8+3) or +8/+3 ranged (masterwork heavy crossbow, 1d10/19-20); AL N; SV Fort +7; Ref +3, Will +2; Str 16, Dex 11, Con 14, Int 8, Wis 13, Cha 10, App 13

Skills and Feats: Climb +4*, Handle Animal +1, Intimidate +5, Jump +5*, Listen +3, Ride +1, Spot +6; Alertness, Skill Focus (Listen), Toughness, Weapon Focus (heavy mace).

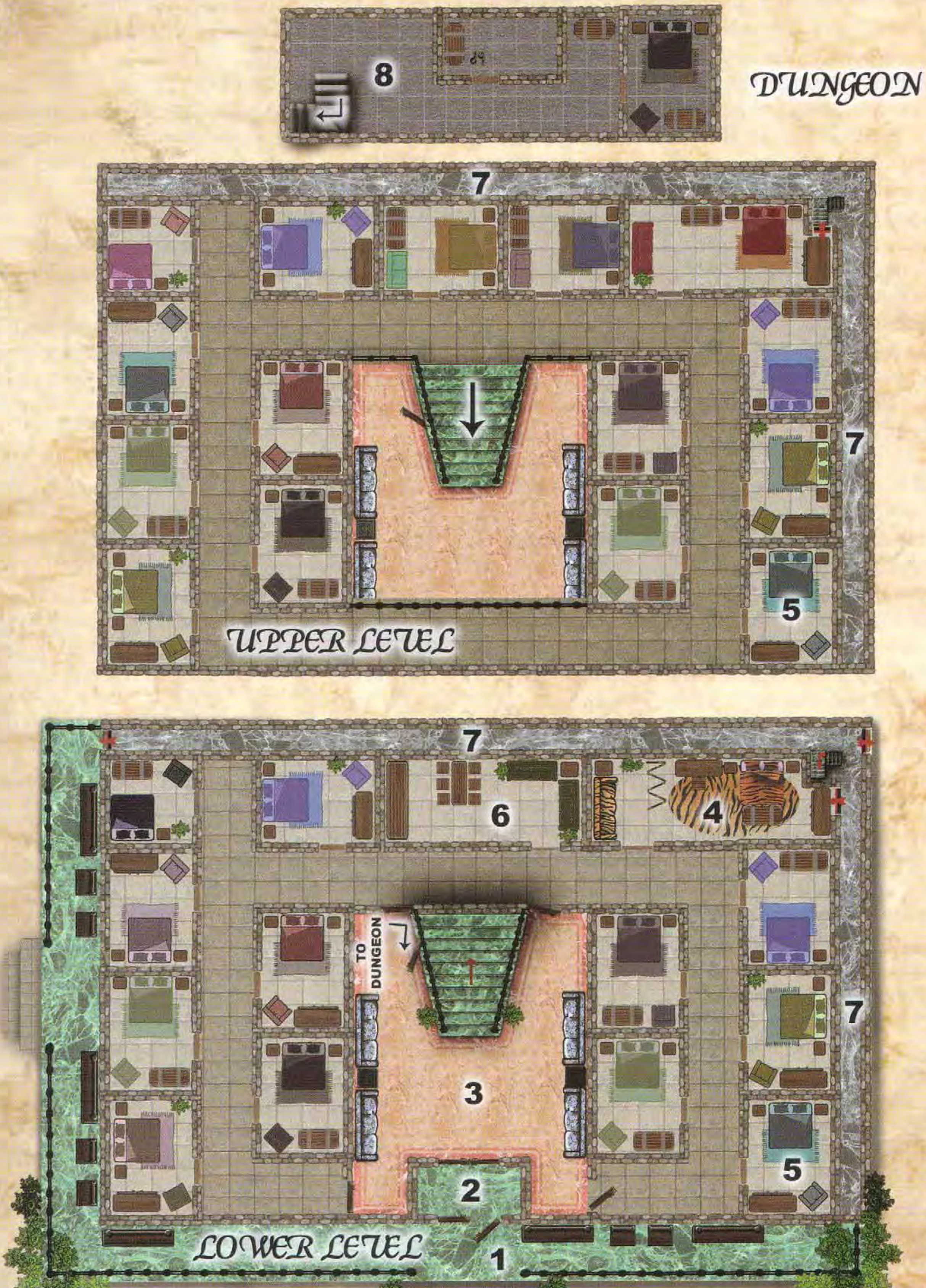
Possessions: Masterwork heavy mace, masterwork, heavy crossbow, masterwork bolts (10), masterwork breastplate, potion of *bear's endurance*, 2 potions of *bull's strength*, 3 potions of *cure light wounds*, potion of *cure moderate wounds*, masterwork condom, 4 vials of birth shield.

3. Waiting Lounge: The waiting lounge is ornate and very comfortable, with numerous chairs, couches, and pillows for patrons to make themselves at home. At any given time, there are 2d6 people in this room, waiting their turn upstairs, along with 2d4 "hostesses" making small talk and discussing payment for services to be rendered. If any of the patrons gets violent or disruptive, the guards in area 2 come in and eject him.

A huge stairway, with mahogany rails and lined with fine, erotic statues, leads upstairs to

The Velvet Room

1 Square = 5 Feet



more bedrooms upstairs. A small door on the side of the main stairwell leads to the basement, or, more appropriately, a dungeon (see below).

4. Madam's Quarters: These rooms double as the madam's bedroom, as well as the main office for the brothel. It is lavish, with a massive four-poster bed draped with veils, an altar to Aaluran, a desk and chair, and her personal effects. A secret door inside a wardrobe leads a corridor (Search check DC 25). This door has been protected by a *glyph of warding*.

Glyph of Warding: CR 4; spell trigger, no reset; spell effect (glyph of warding [blast], 5-foot radius, 3d8 sonic, Reflex save [DC 16] halves damage); Search (DC 28); Disable Device (DC 28).

5. Bedrooms: Each prostitute has his or her own bedroom. The rooms are cozy and well appointed, varying in taste and décor. Each room contains a large, comfortable bed, pillows, veils, chairs, and a wardrobe. Each prostitute has a large chest that contains a bewildering array of dildos, bondage gear, whips, feathers, and other sex toys that are used at the client's request.

6. Private Lounge: This comfortable room is for the staff only, where they can get away for a while. It has chairs, a few tables, couches, and a small food preparation area.

7. Secret Corridor: This corridor can be accessed only from the madam's quarters. It is located behind the bedrooms on the main floor. A stairwell leads up to the 1st floor, mimicking the layout from below. Slits exist in the walls that allow a person to look inside each bedroom. The slits are disguised on the other side by paintings, statues, or veils (Spot check DC 20), letting the viewer go unnoticed.

8. Dungeon: The basement is only lit with torches, with bare stone walls lacking any ornamentation. Clients with a taste for domination/submission, sadomasochism, humiliation, or pain commonly request this room. At any given time, there are 1d6 clients in this room, along with 1d4 prostitutes and professional masters (those trained in the art of domination and sadomasochism).

The dungeon is filled with an impressive collection of bondage equipment and gear designed for sadomasochism. A cross of domination stands the middle of the room, with straps and winches that can secure someone tight (adding a +5 circumstance to Use Rope checks against the person bound to the apparatus). Numerous manacles, dangling from the ceiling or attached to the wall can be seen. Two seated harnesses are in opposite corners.

Seekers of the Eternal Sensation

"There are those that see the body as a prison, limiting our spirit from experiencing the universe. We see the body as a conduit to the world around us. There is an endless supply of pleasures in which to experience."

—Oxital, Seeker of the Eternal Sensation

The Seekers of the Eternal Sensation is a cult dedicated to hedonistic delight. Its members are composed of dilettantes, adventurers, wanderers, as well as the idle rich, who wander the globe seeking out new experiences and sensations. For the Seekers, their goal is something called the "Eternal Sensation"----ultimate bliss that will allow them to transcend to a higher level of being. Clerics of various religions scoff at this idea and try to convince them that they are simply describing the afterlife.

As befitting the name, the Seekers are wildly indulgent, partaking in everything that life has to offer. As he wanders from place to place, a Seeker samples new foods, new entertainment, and, most importantly, new sexual partners. They see nothing as taboo, much to the consternation of the authorities, who see them as dangerous lawbreakers.

Most of the members of the cult belong to long-lived races, such as elves, dragons, and certain fey, although there are still plenty of humans and other races that strive to cram in as much hedonism as possible before they die. In order to fight off the boredom and jadedness of the centuries, these Seekers have turned to their body's cravings.

Joining the Seekers grants several benefits. First is a pre-existing network of like-minded individuals who know the best places to get fine wines, exotic concubines, illicit drugs, and powerful, forbidden magic. Plus, the Seekers have vowed to assist one another in times of need, such as when one of their members is imprisoned for going too far with an "experiment."

To rise within the Seekers, a member must go beyond the norm and dabble in almost everything. In terms of sexuality, this includes bedding both males and females, with a wide variety of races and cultures. As a result, Seekers are almost exclusively bisexual and non-racist, seeing all creatures as beings on the path to the Eternal Sensation----and thus partners in which to find it. For example, a human Seeker that has sex with an elf is one thing, but having sex with a elven vampire is quite another.

Despite this attitude of free love, Seekers do know how to protect themselves and some walk the path of violence, seeing it as just another road to their final destination. For these Seekers, diving into combat brings an almost orgasmic sensation. Other Seekers walk the Path of Pain, in which they see how far their bodies can go in order to find what exquisite sensations lie on the other side.

Because of their deep knowledge of sex and eroticism, many Seekers of the Eternal Sensation become authors or artists that produce remarkable works. Some of the finest erotic literature was penned by Seekers, which may just be simple retellings of the extreme experiences they may have had in their long "career." In repressed societies, most of the works of the Seekers are banned or destroyed if found.

Membership in the Seekers of the Eternal Sensation is a loose affair, with potential initiates being first watched from afar. A member will first seduce the initiate, sampling his body and character, in order to see if he "has what it takes." This involves prolonged sexual sessions, and a test of the initiate's kinks, taboos, and fetishes. After a period of time (which can be years in the case of elves, dragons, or other long-lived races), the initiate is informed of the test. If he refuses to join, there is no dishonor, although the sponsor commonly departs from the area quickly so as not to draw any more attention to herself.

If the initiate accepts, word will be sent out to other Seekers, in order to "properly" introduce him into the cult, resulting in a massive orgy that can last for weeks. At its conclusion, the initiate is named a full member and given a sign of the group, an *amulet of the eternal sensation* (see Chapter 4: *Magic*). In addition, the new member is given a bit of information about some sensation they may not have experienced yet, leading them on a quest to find it.

Adventure Ideas: Here are some adventure seeds that you can use to include the Seekers of the Eternal Sensation into your campaign.

- Seemingly out of the blue, one of the adventurers finds himself being proposition by amazingly beautiful people. In truth, he is being "tested" by a small group of Seekers that believe he might have some potential.
- The adventurers are hired by a mysterious and wealthy man who asks them to act as bodyguards for his journey into the desert. Along the way, the man attempts to entice each of the adventurers into bed with him. At the conclusion of the journey, the adventurers find themselves within a blue dragon's lair----the man's partner and lover.
- The young daughter of a cleric of Cevelis has joined the Seekers of the Eternal Sensation and has run away from home in order to find her "peace." Angered and mortified by the cult's actions, the cleric asks the adventurers to bring her back so that she may be brought back into the fold of the family and the strict teachings of Cevelis. If they agree and find the girl, they must weigh her wishes and freedom with that of her father's demands.

Sample Seeker

This example uses a 10th-level halfling rogue as the base creature.

Even while adventuring, Mouchoir savored life's little luxuries. The paladin who hired him for this venture was all business and just didn't seem to understand. Ah, well, he was being handsomely recompensed for his troubles. He snuggled into in silk-lined bedroll and dreamed of the city and one of the men to whom he would return.

Gerd wore a blue leather tunic over suede trousers. A human, he reclined on a couch, idly reading.

Mouchoir snuck toward him, getting a mere hand's breath away before clearing his throat.

Gerd dropped the book. "Damn, you startled me!"

The halfling could tell that while the young man's surprise was genuine, his anger was not.

"Terribly sorry," Mouchoir said. "Small feet you know." Both men laughed, sharing a joke that had been told many times before, but never lost its charm. "Let me make it up to you."

"That'll be difficult to do. You've already been

so good to me. Without your patronage, I'd never have had the resources to finish my novel, much less have scribes create a hundred copies, nor get Lady Eleanor to praise it at one of her soirées. What ever could you do to make it up to me?" Gerd paused, with a teasing expression on his face. "Hmmm. Maybe I can think of one thing. . . "

Gerd reach out to the halfling and started to stroke the soft hair that peeped out from the modest v-neck of his silk shirt.

Soon, the two men were undressed. Hard kisses alternated with soft caresses. Mouchoir moved around so that his hairy chest was against Gerd's back.

Gently, he bit Gerd's neck as he ...

...felt a boot nudge his rib cage.
"Second watch," Valeria said. "Your turn."

Mouchoir

Small Humanoid (Halfling)
Hit Dice: 10d6+10 (45 hp)
Initiative: +5
Speed: 20 ft. (4 squares)
Armor Class: 20, touch 15, flat-footed 20
Base Attack/Grapple: +7/+3
Attack: +9 melee (1d4+1, *+1 rapier*) or +14 ranged (1d3+1, *+1 sling*)
Full Attack: **+1 rapier +9/+4 melee (1d4+1, +1** rapier) or +1 sling +14/+9 ranged (1d3+1, +1 sling)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak attack +5d6
Special Qualities: Evasion, improved evasion, improved uncanny dodge, low-light vision, slow fall (10 ft.), trap sense +3, trapfinding, uncanny dodge (Dex bonus to AC)
Saves: Fort +5, Ref +13, Will +4 (+6 against fear)
Abilities: Str 10, Dex 21, Con 13, Int 10, Wis 11, Cha 12, App 10
Skills: Balance +5, Climb +22, Disable Device +20, Escape Artist +18, Hide +29, Jump +2 (+4 running jumps), Listen +17, Move Silently +27, Open Lock +22, Search +13, Spot +20
Feats: Alertness, Nimble Fingers, Skill Focus (Disable Device), Stealthy
Environment: Temperate urban
Organization: Solitary, party (1 10th-level cleric of Aaluran, 1 10th-level wizard, and 1 10th-level fighter)
Challenge Rating: 10
Treasure: Standard
Alignment: Neutral
Advancement: By character class
Level Adjustment: +0

The creature before you looks like the chubby, prosperous halfling he is. He wears a chain shirt and sports a dagger and sling.

Mouchoir loves the comforts gold buys. His impressive skills enable him to live in ease with periodic bouts of adventuring.

He speaks Common and Halfling.

Roleplaying Notes

Mouchoir loves living the good life. Living at the best inns and dining at the finest restaurants, he spends most of his time and money on luxury items and in hedonistic pursuits. He enjoys the company of youthful, attractive males and acts as the mentor or patron of many aspiring artists and spends lavishly to support them. His purse is never full for long and he frequently adventures to maintain his desired style of living.

If the player characters ever need to hire a talented rogue for an adventure, Mouchoir's an excellent candidate.

Combat

Mouchoir is an experienced rogue. Usually, he adventures as a member of a diverse-class party. He has no great love of combat, but uses his sneak attack ability to good advantage.

Evasion (Ex): While wearing light or no armor, if Mouchoir makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he takes no damage. If he is helpless, he does not gain the benefit of evasion.

Improved Uncanny Dodge (Ex): Mouchoir can only be flanked by a 14th-level (or higher) rogue.

Uncanny Dodge (Ex): Mouchoir retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possessions: *+1 rapier, +1 sling, +1 mithral shirt, boots of Elvenkind, cloak of Elvenkind, eyes of the eagle, potion of bear's endurance, potion of bless weapon, potion of cure moderate wounds, potion of fly,* masterwork thieves' tools, 230 gp.

Appendix I: Creature Appearance Scores

Some creatures, such as an allip or devourer, may have a great force of personality (Charisma), yet be horrific, disturbing, or downright ugly in appearance (Appearance).

Creature	App
Aasimar	14
Aboleth	6
Abyssal dire rat	1
Achaierai	9
Air elemental	10
Air mephit	10
Allip	5
Androsphinx	12
Animated object	*
Ankheg	2
Annis	6
Ape	7
Ape, dire	7
Aquatic elves	13
Aranea	10
Arrowhawk	4
Assassin vine	8
Astral deva	15
Athach	5
Avoral	16
Azer	8
Babau	7
Baboon	7
Badger	6
Badger, dire	5
Baleen whale	10
Balor	8
Barbed devil	4
Barghest	7
Basilisk	5
Bat	12
Bat, dire	10
Bear, black	10
Bear, brown	10
Bear, dire	8
Bear, polar	10
Bearded devil	6
Bebilith	2
Behir	5
Belker	5
Bison	6
Black dragon	8
Black pudding	-1
Blink dog	12
Blue dragon	13
Boar	5
Boar, dire	3
Bodak	4
Bone devil	2
Bralani	20
Brass dragon	17
Bronze dragon	16
Bugbear	6
Bulette	4
Cachalot whale	8
Camel	10
Cat	12
Celestial creatures	+4
Celestial lion	14
Centaur	9
Chain devil	8
Chaos beast	1
Cheetah	12
Chimera	8
Choker	5
Chuul	3
Clay golem	*
Cloaker	4
Cloud giant	14
Cockatrice	2
Constrictor snake	8
Copper dragon	18
Couatl	19
Crocodile	5
Criosphinx	12
Cryohydra	5
Dark naga	3
Darkmantle	4
Deep dwarves	8
Deep halflings	10
Deinonychus	5
Delver	5
Derro	6
Destrachan	2
Devourer	1
Digester	2
Dire animals	-2
Djinni	11
Dog	10
Dog, riding	10
Donkey	8
Doppelganger	7
Dragon turtle	7
Dragonne	10
Dretch	3
Drider	2
Drow	14
Dryad	16
Duergar	8
Dust mephit	10
Dwarf	10
Eagle	10
Earth elemental	8
Earth mephit	9
Efreeti	11
Elasmosaurus	6
Elephant	6
Elf	14
Erinyes	19
Ethereal filcher	2
Ethereal marauder	2
Ettercap	2
Ettin	7
Fiendish creatures	-2
Fire elemental	12
Fire giant	10
Fire mephit	12
Flamebrother (salamander)	5
Flesh golem	*
Forest gnomes	10
Formian	8
Frost giant	10

Creature	App
Frost worm	5
Gargoyle	7
Gelatinous cube	2
Ghaele	20
Ghast	2
Ghost	+4
Ghoul	2
Giant ant	2
Giant bee	4
Giant bombardier beetle	3
Giant constrictor snake	8
Giant crocodile	3
Giant eagle	12
Giant fire beetle	4
Giant lizard	8
Giant octopus	4
Giant owl	12
Giant praying mantis	2
Giant squid	4
Giant stag beetle	1
Giant wasp	1
Gibbering mouther	1
Girallon	6
Glabrezu	5
Gnoll	7
Gnome	10
Goblin	8
Gold dragon	22
Gorgon	4
Gray elves	14
Gray ooze	1
Gray render	4
Greater barghest	7
Green dragon	13
Green hag	7
Grick	2
Griffon	13
Grig	15
Grimlock	
Guardian naga	10
Gynosphinx	14
Halfling	10
Half-celestial	+4
Half-dragon, chromatic	-2
Half-dragon, metallic	+2
Half-elves	12
Half-fiend	-4
Half-orc	8
Harpy	6
Hawk	12
Hell hound	5
Hellcat	10
Hezrou	6
Hieracosphinx	12
Hippogriff	11
Hill giant	6
Hobgoblin	7
Homunculus	*
Horned devil	6
Horses	10
Hound archon	15
Howler	5
Human	10
Hydra	5
Hyena	5
Ice devil	2
Ice mephit	10
Imp	7
Inevitables	*
Invisible stalker	8
Iron golem	3
Janni	10
Kobold	10
Kraken	4
Krenshar	12/3
Lamia	9
Lammasu	13
Lantern archon	18
Lemure	1
Leonal	17
Leopard	12
Lernaean hydra	5
Lich	†
Lillend	19
Lion	12
Lion, celestial	14
Lion, dire	10
Lizard	9
Lizardfolk	9
Locathah	3
Lycanthrope	**
Magma mephit	10
Magmin	6
Manticore	3
Marilith	8
Medusa	9
Megaraptor	5
Merfolk	12
Merrow	6
Mimic	4
Minotaur	7
Mohrg	1
Monkey	10
Monstrous centipede	1
Monstrous scorpion	1
Monstrous spider	2
Mountain dwarves	8
Mule	9
Mummy	3
Nalfeshnee	4
Night hag	3
Nightcrawler	3
Nightmare	5
Nightshade	2
Nightwalker	2
Nightwing	3
Nixie	16
Nymph	24
Ochre jelly	1
Octopus	6
Ogre	6
Ogre mage	7
Ooze	1-2
Ooze mephit	8
Orc	7
Orca	8
Otyugh	4
Owl	9
Owlbear	6
Pegasus	15

Creature	App
Phantom fungus	4
Phase spider	3
Phasm	12
Pit fiend	7
Pixie	17
Planetar	27
Pony	10
Porpoise	11
Pseudodragon	19
Purple worm	5
Pyrohydra	5
Quasit	7
Rakshasa	16
Rast	5
Rat	5
Rat, dire	3
Raven	9
Ravid	8
Red dragon	15
Remorhaz	6
Retriever	*
Rhinoceros	5
Roc	5
Roper	4
Rust monster	2
Sahuagin	7
Salamander	5
Salt mephit	11
Satyr	12
Scrag	6
Sea hag	6
Sea cat	11
Shadow	5
Shadow mastiff	12
Shambling mound	5
Shark, dire	3
Shark	5
Shield guardian	*
Shocker lizard	9
Shrieker	5
Silver dragon	20
Skeleton	2
Skum	3
Snakes	9
Solar	23
Spectre	4
Spider eater	4
Spirit naga	2
Squid	6
Steam mephit	12
Stirge	3
Stone giant	8
Stone golem	*
Storm giant	10
Succubus	22
Svirfneblin	7
Tallfellows	10
Tarrasque	2
Tendriculos	3
Thoqqua	4
Tiefling	8
Tiger	12
Tiger, dire	10
Titan	15
Toad	6
Tojanida	8
Treant	12
Triceratops	5
Triton	12
Troglodyte	7
Troll	6
Trumpet archon	21
Tyrannosaurus	5
Umber hulk	2
Unicorn	24
Vampire (template)	+8
Vampire spawn	4
Vargouille	3
Violet fungus	3
Viper	9
Vrock	7
Water elemental	10
Water mephit	10
Water naga	12
Weasel	7
Weasel, dire	6
Werebear	9
Wereboar	7
Wererat	7
Weretiger	11
Werewolf	9
Whale	8
White dragon	14
Wight	2
Wild elves	13
Will-o'-wisp	21
Winter wolf	11
Wolf	9
Wolf, dire	7
Wolverine	8
Wolverine, dire	6
Wood elves	14
Worg	5
Wraith	5
Wyvern	6
Xill	5
Xorn	4
Yeth hound	8
Yrthak	3
Zombie	1

***** The Appearance score depends upon the result of the Craft check used to create the construct (see page 41).

****** Lycanthropes have Appearance scores averaging their animal and humanoid components.

† Depends upon how well preserved the corpse is. If continually cared for with gentle repose from the moment of death, the score is the same as it was in life. The more rot, the greater the penalty to appearance.

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Chevel, Human Bard 6	6	18
Brothel Guard, Human Warrior 7	3	179
Celestial Cherub	7	149
Fallen Cherub	7	151
Larpurl, Human Wizard 6/Metaphysical Spellshaper 1	7	83
Naicine, Demonbred Nymph	8	153
Lady Eleanor, Devilblooded Human Rogue 7	8	157
Sserra Bloodclaw, Half-Demon Dragonne	9	162
Azed Lowborn, Human Fighter 5/Harme Protector 5	10	78
Mouchoir, Seeker Halfling Rogue 10	10	183
Shem, Gnome Cleric 7/Knot Binder 4	11	80
Greater Succubus	12	171
Madame Damio, Human Bard 7/Sacred Prostitute 5	12	177
Menerra, Half-elf Barbarian 5/Frenzied Disciple 8	13	75
Felosio Starshine, Feykissed Elf Imagist 13	13	159
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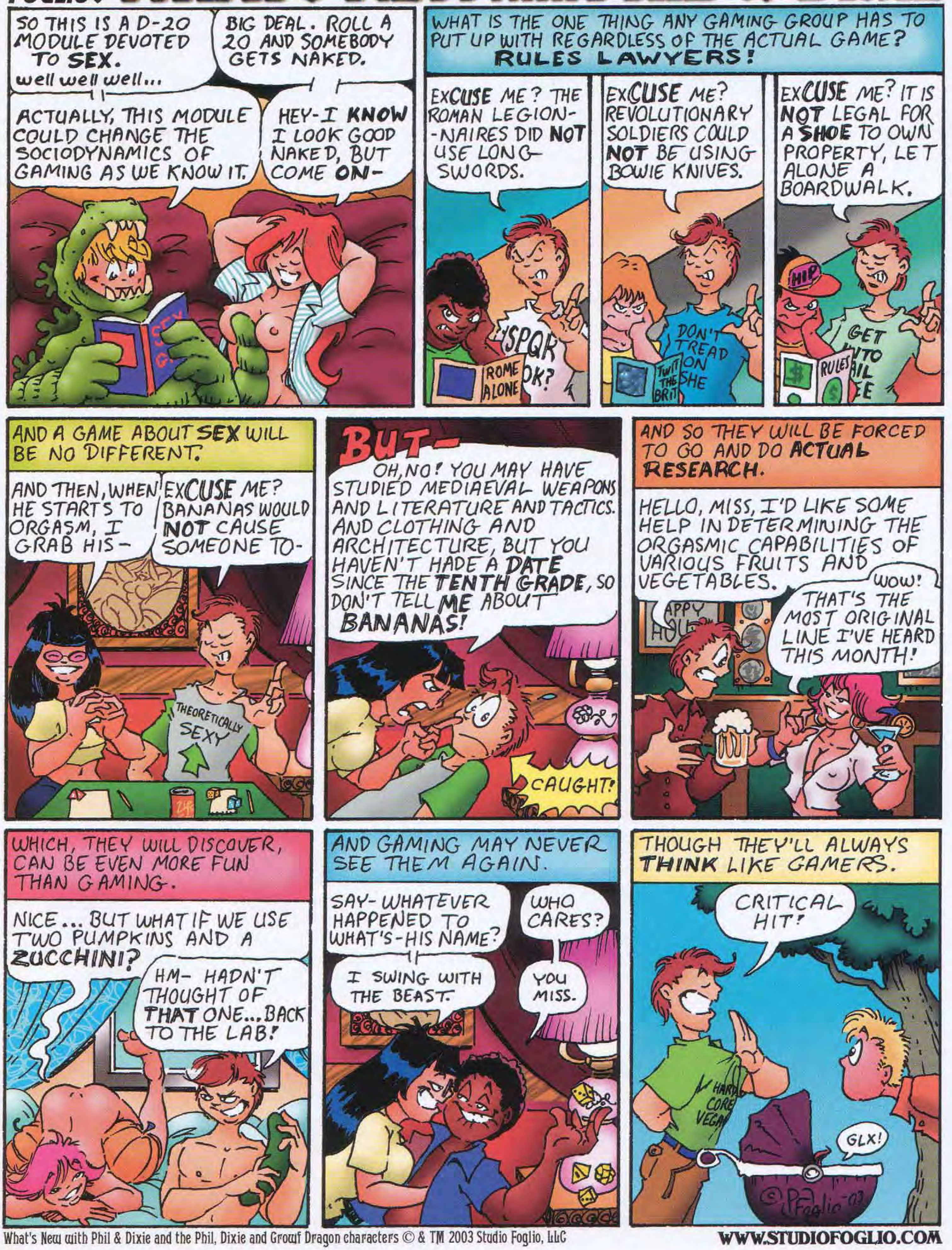
PHIL FOGLIO'S WHAT'S NEW WITH PHIL & DIXIE


SO THIS IS A D-20 MODULE DEVOTED TO SEX. well well well...
BIG DEAL. ROLL A 20 AND SOMEBODY GETS NAKED.
ACTUALLY, THIS MODULE COULD CHANGE THE SOCIODYNAMICS OF GAMING AS WE KNOW IT.
HEY- I KNOW I LOOK GOOD NAKED, BUT COME ON-
SEX G.
WHAT IS THE ONE THING ANY GAMING GROUP HAS TO PUT UP WITH REGARDLESS OF THE ACTUAL GAME? RULES LAWYERS!
EXCUSE ME? THE ROMAN LEGION- -NAIRES DID NOT USE LONG- SWORDS.
SPQR OK?
ROME ALONE
EXCUSE ME? REVOLUTIONARY SOLDIERS COULD NOT BE USING BOWIE KNIVES.
DON'T TREAD ON SHE
TWIT THE BRIT
EXCUSE ME? IT IS NOT LEGAL FOR A SHOE TO OWN PROPERTY, LET ALONE A BOARDWALK.
HIP
GET INTO JAIL FREE
RULES
AND A GAME ABOUT SEX WILL BE NO DIFFERENT.
AND THEN, WHEN HE STARTS TO ORGASM, I GRAB HIS-
EXCUSE ME? BANANAS WOULD NOT CAUSE SOMEONE TO-
THEORETICALLY SEXY
BUT-
OH, NO! YOU MAY HAVE STUDIED MEDIAEVAL WEAPONS AND LITERATURE AND TACTICS. AND CLOTHING AND ARCHITECTURE, BUT YOU HAVEN'T HADE A DATE SINCE THE TENTH GRADE, SO DON'T TELL ME ABOUT BANANAS!
CAUGHT!
AND SO THEY WILL BE FORCED TO GO AND DO ACTUAL RESEARCH.
HELLO, MISS, I'D LIKE SOME HELP IN DETERMINING THE ORGASMIC CAPABILITIES OF VARIOUS FRUITS AND VEGETABLES.
WOW! THAT'S THE MOST ORIGINAL LINE I'VE HEARD THIS MONTH!
APPY HOU
WHICH, THEY WILL DISCOVER, CAN BE EVEN MORE FUN THAN GAMING.
NICE... BUT WHAT IF WE USE TWO PUMPKINS AND A ZUCCHINI?
HM- HADN'T THOUGHT OF THAT ONE... BACK TO THE LAB!
AND GAMING MAY NEVER SEE THEM AGAIN.
SAY- WHATEVER HAPPENED TO WHAT'S-HIS NAME?
WHO CARES?
I SWING WITH THE BEAST.
YOU MISS.
THOUGH THEY'LL ALWAYS THINK LIKE GAMERS.
CRITICAL HIT!
HARD CORE VEGAN
GLX!
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> Love and battle are both intimate acts, both done in
> heat and sweat with the sound of
> cries echoing in your ears.
> And really - who is to say
> which is the more dangerous?
> *-The Paladin Valeria-*

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> To hear you talk we are facing an apocalypse - the
> world ending as we know it, the stars falling from the
> skies, the gods walking upon the earth and condemning
> us all for our transgressions. Look, I know I'm good -
> but darling, it's *only* sex!
> *-Chevel to Valeria after their first night -*

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COMPLIANT WITH THE OGL

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